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SINCLAIR user

No. 100!



EXCLUSIVE!
SLY SPY SECRET AGENT REVIEWED

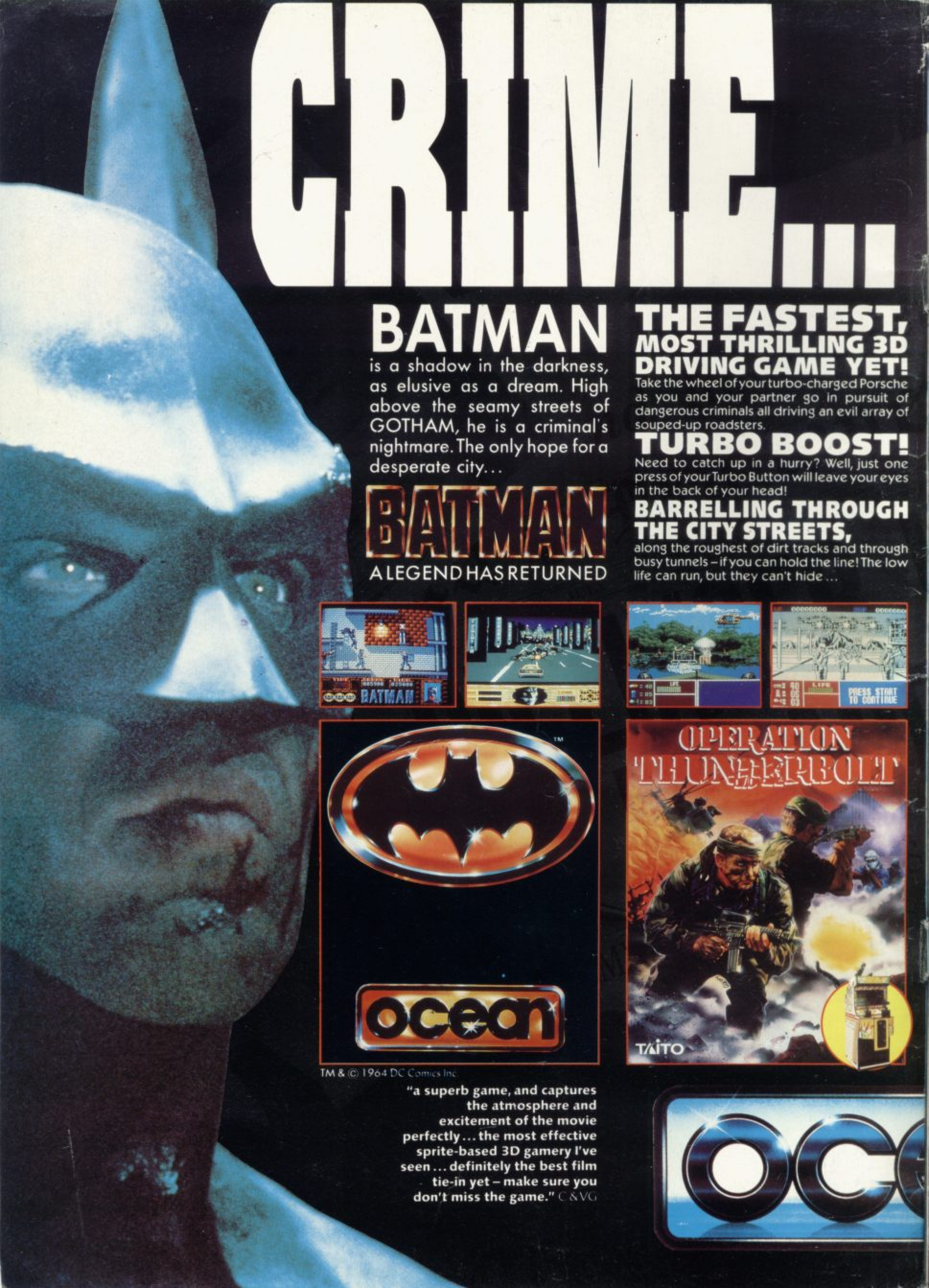
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TERRA CRESTA:
THE ULTIMATE SPACE BATTLE!

FLASHPOINT:
LIGHTNING TEST OF REACTIONS!



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is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city...
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"a superb game, and captures the atmosphere and excitement of the movie perfectly... the most effective sprite-based 3D gamery I've seen... definitely the best film tie-in yet – make sure you don't miss the game." C&VG

FIGHT IT YOURSELF

TWICE THE ACTION THE FUN THE CHALLENGE

ROY ADAM IS BACK!

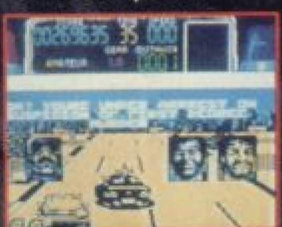
The Hi-jack report came from a DC10 leaving Paris for Boston – Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa . . . The plane lands in hostile territory and the terrorists begin their demands . . .

USE THE LASERSIGHT

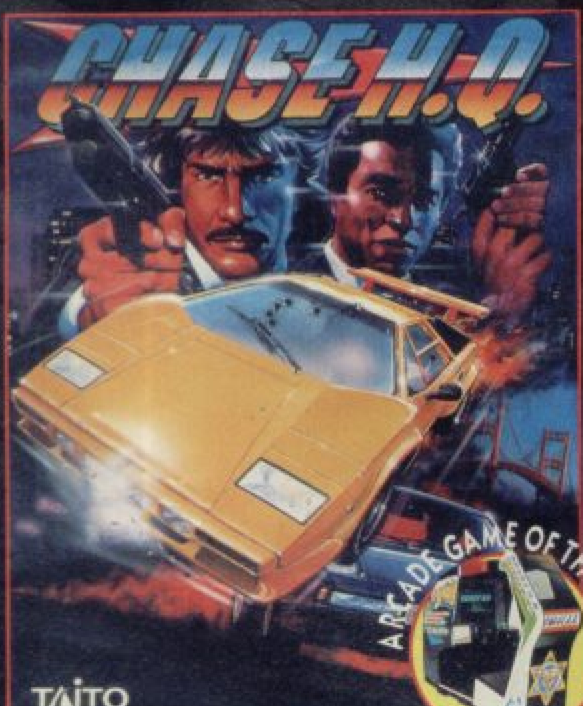
or the bulletproof vest, but watch out for

AIR-TO-GROUND MISSILES

Operation Thunderbolt the incredible Taito coin-op conversion brought NOW to your home computer.







SIX INSPIRED

action sequences put you in control of Elliot Ness's elite squad of crime-busters.

ALLEYWAY SHOOTOUTS, THE BORDER RAID,

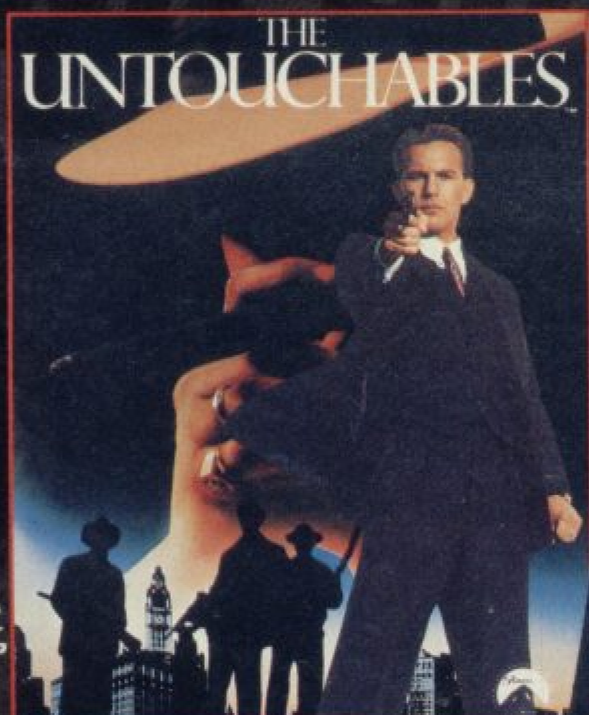
The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a

ROOFTOP DUEL

as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!





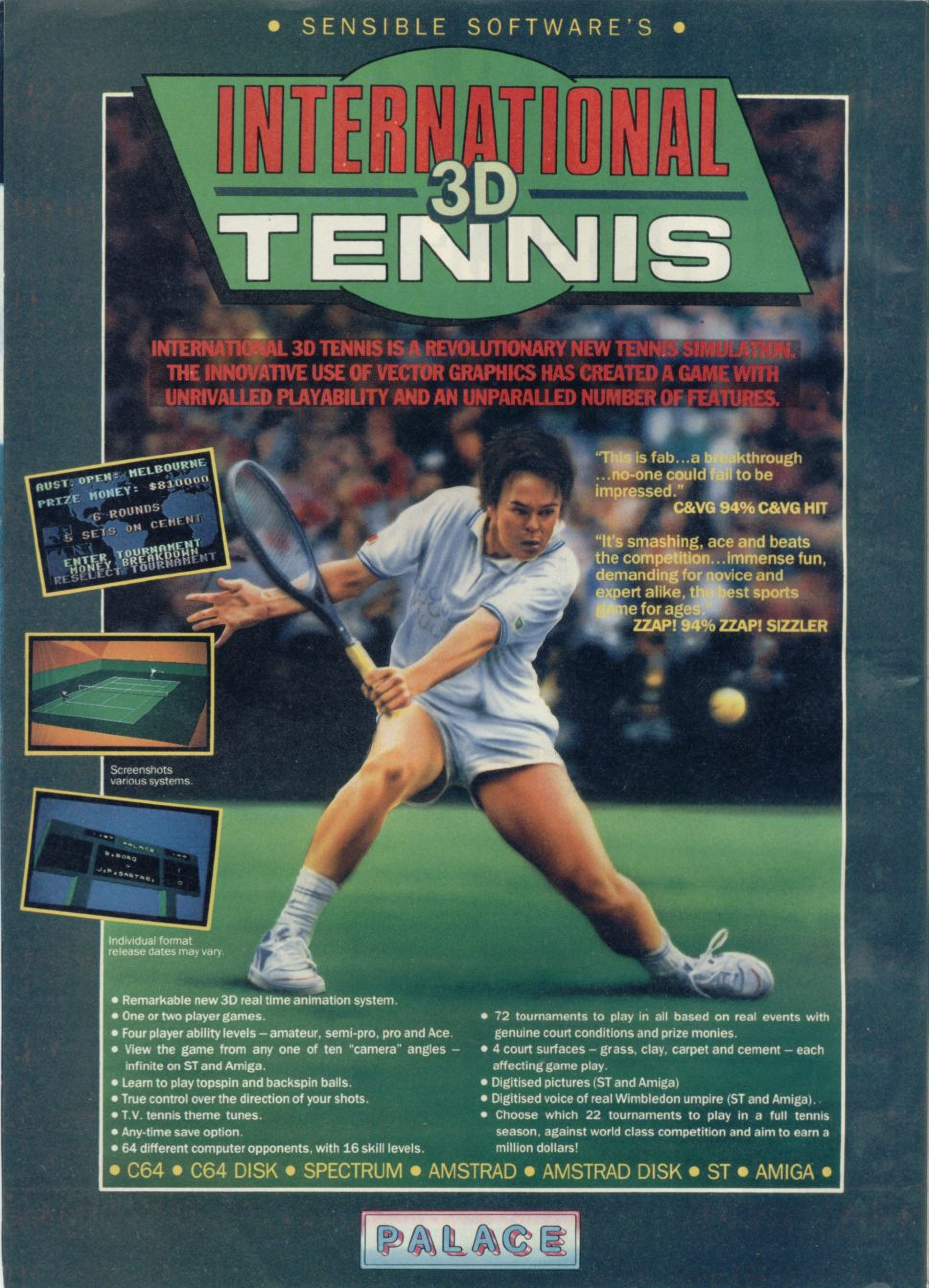


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CONTENTS

SOFTWARE





CHECK OUT 64



Yo! Groove down and chill up, homedudes! We cast a calculating peeper over Tom Hanks' Big, Inner City's "music" and Erik The Viking's Film. And for the Trekkies we've got a trific surprise.

CONNECT 35

Hey! Pull it out and make it work!

COVER GAME > 10

Sly Spy, Secret Agent isn't the sort of chap to mess with. We review Ocean's latest herobash and find him thoroughly equipped.

SOLUTIONS BOOKLET > 31

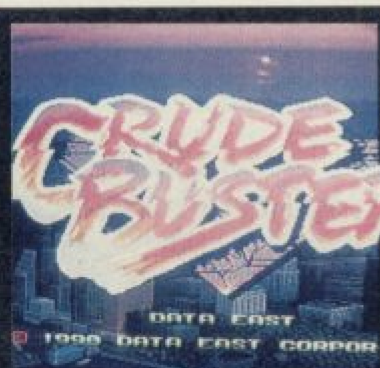


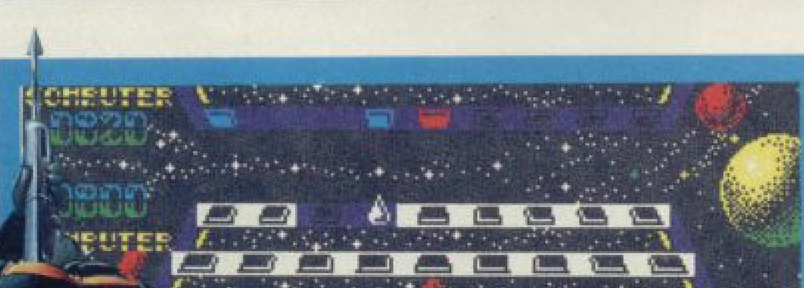
You thought we couldn't do it again! But (despite our better judgement) we have defied the laws of printing and paper folding to present a second glorious 16 page tips supplement. Pull out the Connect section and the next two sets of pages. Fold them twice and cut the edges - voila!



COIN OPS > 56

They're Bad! They're Rude! They Smell! They're Crude! Yus. As Crude Busters barf their way into arcades all over the country, our own Johnny Coinop puts some silver in the slot (missus) and explains.





DOUBLEHITS TAPE > 6

Two (count 'em) full price software hits from Ocean Software grace our first Doublehits tape. Terra Cresta, an action blast and Flashpoint, a brand new puzzle spectacular.



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DOUBLE HITS 1

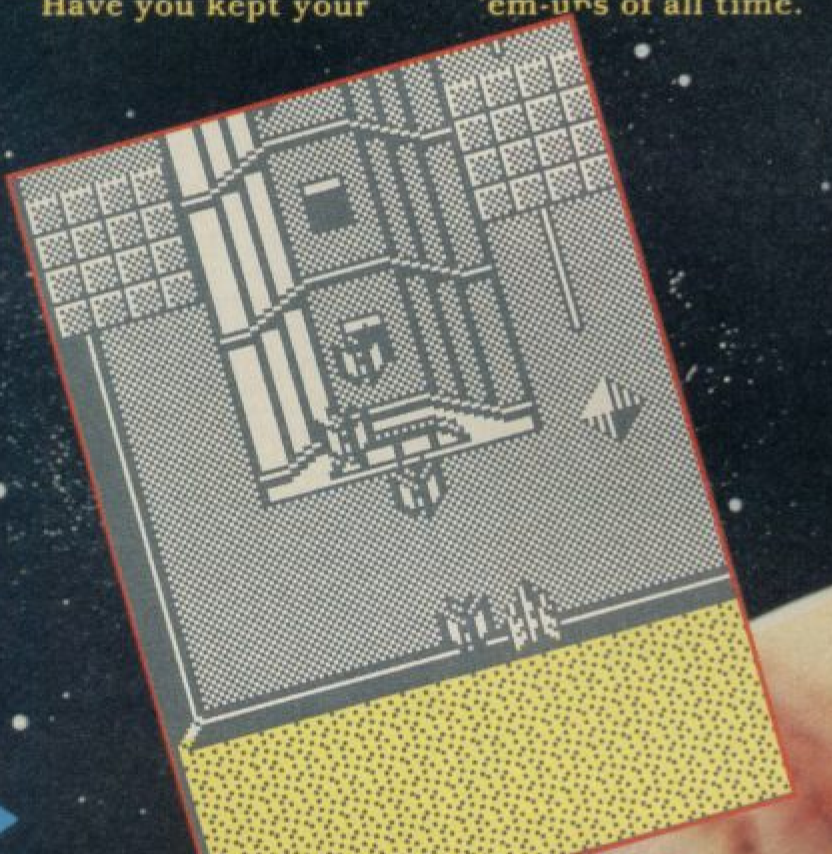
ACTION/STRATEGY



What's even better than an SU Megatape? An SU DoubleHits tape, that's what. If you have a brain the size of a planet (and we know all our readers have), you'll probably figure out that a DoubleHits tape contains two - count 'em - TWO complete, playable games; and for the first ever DoubleHits, we have a blast from the past AND an unreleased exclusive.

TERRA CRESTA

What exactly have you done to deserve this? Have you been particularly well-behaved this month? Have you kept your room spick and span, done all your homework on time, walked the dog and washed all the dishes? Well you still don't deserve Imagine's Terra Cresta, one of the classic vertically-scrolling shoot-'em-ups of all time.



The Terra Cresta is the most powerful fighting ship in space, and guess what, you're the captain. You can zap anything in the air, and to be safe you should zap everything on the ground too. Hitting numbered silos gives you extra weaponry, building your ship up into Formation Mode. At the end of each level a guardian robot must be defeated



- in the third phase it can only be defeated by the complete Terra Cresta ship.

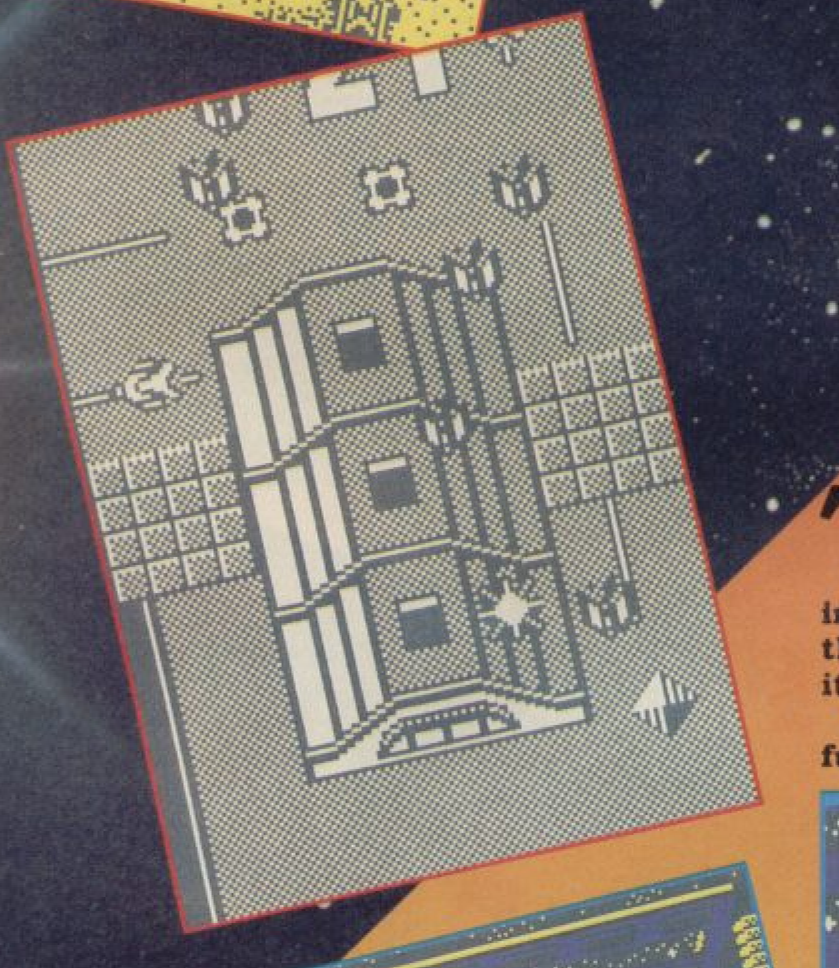
Control is by joystick or definable keyboard; any key on the top row initiates a Transform after you pick up a token. Current score and high score are shown in the middle left of the screen, number of transformations above this, and lives remaining at the bottom. Extra ships are awarded at 50,000 points, and every 70,000 points thereafter.





HINTS AND TIPS

Fire at the numbered silos when they flash to collect extra bits of your ship. Keep moving at all times - some of the enemy missiles home in on you. Stay away from the edges of the screen, as baddies can emerge unexpectedly. Use Formation Mode wisely - certain aliens can only be eliminated in this form, but you can only carry three Transforms at a time. Prehistoric monsters give an extra bonus, so shoot the bones - but watch out for nasty surprises.



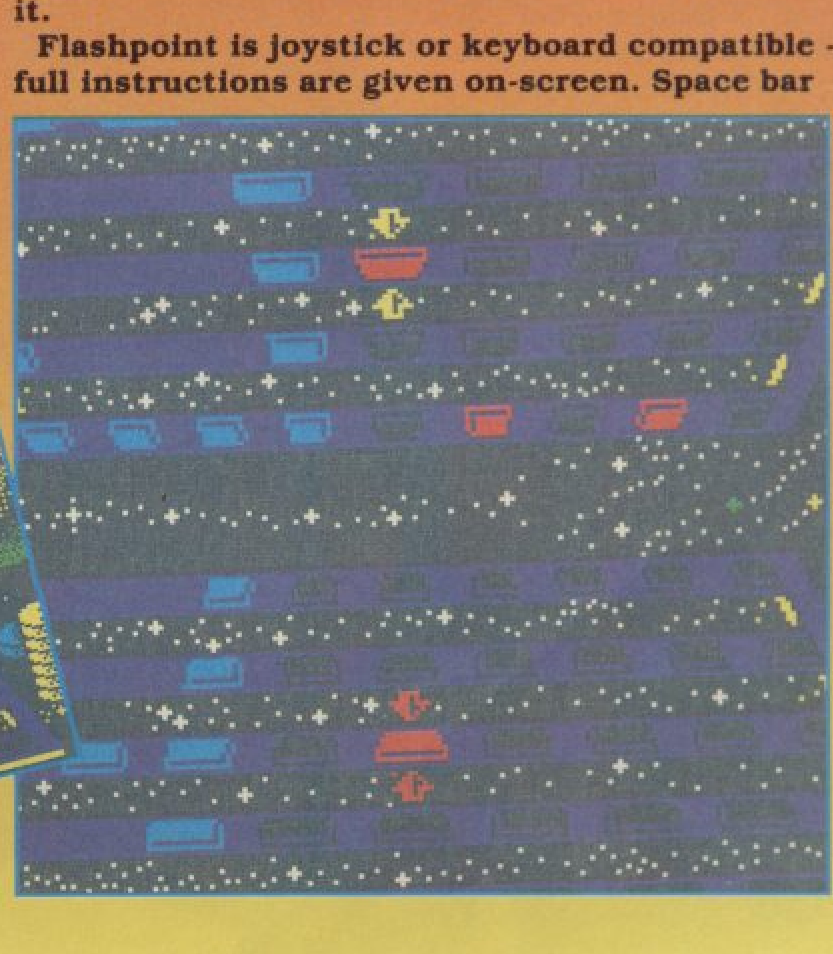


FLASHPOINT

This one's an SU exclusive an unreleased Ocean game from 1987. It's a fast-action one- or two-player strategy game requiring quick reactions and total concentration, so that's probably why none of us are any good at it.

Flashpoint is joystick or keyboard compatible - full instructions are given on-screen. Space bar





DOUBLE HITS 1

ACTION/STRATEGY

pauses the game; the winner is the first to reach 2000 points.

The playing area is divided into two maps, red and green, containing 4000 positions. The maps are overlayed by grids which you can move around to view different 45-square areas of the map; each player (or one player and the computer) controls one grid. The idea is to move your grid until the position of your forces reflects the position of your opponent's forces; then hit your fire button to blast him out of existence.

You have 80 forces of five different types:

1: Fires directly at the same square on the opsite grid.
2: Fires at the same line on the opposite grid, four tiles to the left.
3: Fires at the same line on the opposite grid, four tiles to the right.
4: A special sprite which can occupy only the back corner tiles, and shoots out your opponent's front corner tiles.
5: Appears only on the front corner tiles.



shoots out your opponent's back corner tiles.

DEPLOYING FORCES

Press DOWN and FIRE to place a force from your stockpile into the centre square of your grid; you can then carry it to any part of the map by moving the grid. Press FIRE to place the force on the map. You can use the same method in reverse to move forces later. If you don't place new forces regularly, the computer will deduct them from your stockpile and add them to your opponent's.

HINTS AND TIPS

Watch the demo mode to get an idea how to play. You score points for deploying your forces, destroying your opponent's or gaining penalties if your opponent fails to place forces in the allowed time. Your opponent's centre square is immune, so don't waste time trying to fire at it. Try lining up three of your forces horizontally, on the same line as one of your opponent's. Movve your grid until one of your three forces is up against the left or right-hand side, then press FIRE. All the tiles on that line will glow white, destroying any opposing forces on that entire line. Level 1 is a practice mode in which forces are already deployed; it gives you a chance to master the functions of the cannons.

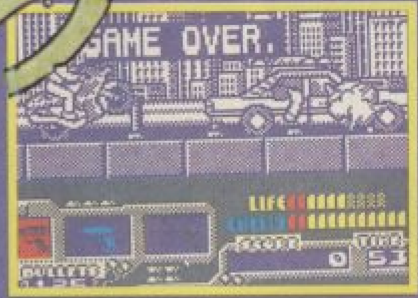
DOUBLEHITS 1

If you have any problems loading the programs on the tape, try the following; you use an external tape deck, adjust the volume level; Clean the tape play head; Make sure your Spectrum is set to 48K mode; Disconnect all unnecessary peripherals.

If that doesn't solve the problem, send your DoubleHits tape with your name and address to ; SPOOL, First Avenue, Deeside Indus trial Park, Clwyd, CH5 2NU.

SLY SPY
Secret Agent

The name's Agent. Secret Agent. But you can call me by the name I was christened with - Sly Spy. Sly short for Slyvester, I think. Hard to tell really, 'cos my old dad disappeared in Mombasa after the Ruptured Camel Affair. All he left was his ambition for me - to be the world's greatest Secret Agent. I think dad would have been proud of me.

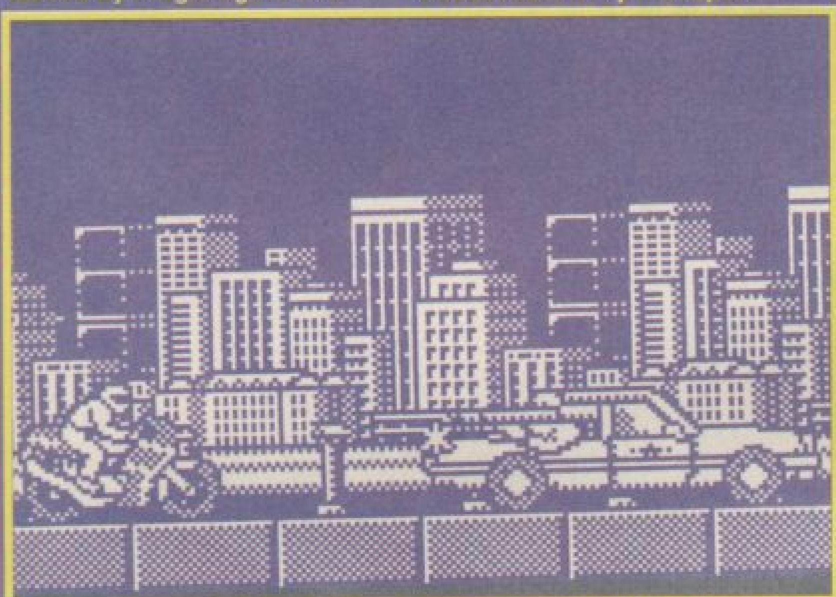


Let me tell you a bit about my typical day. First, I parachute into occupied territory. This is a piece of cake for someone of my talents. The fact that I'm under fire from enemy parachutists doesn't bother me at all; I just grab the ammunition which is conveniently floating by, blow them out of the air with my trusty Mitsubishi-Ferrari Automatic and see them crumple up and float to the ground. My parachute opens automatically as I approach the ground. I expect to get attacked by thugs, tigers and dogs, who I shoot and karate-kick senseless before picking up a secret code from my contact. This allows me to proceed to where my trusty motorbike is waiting for me.

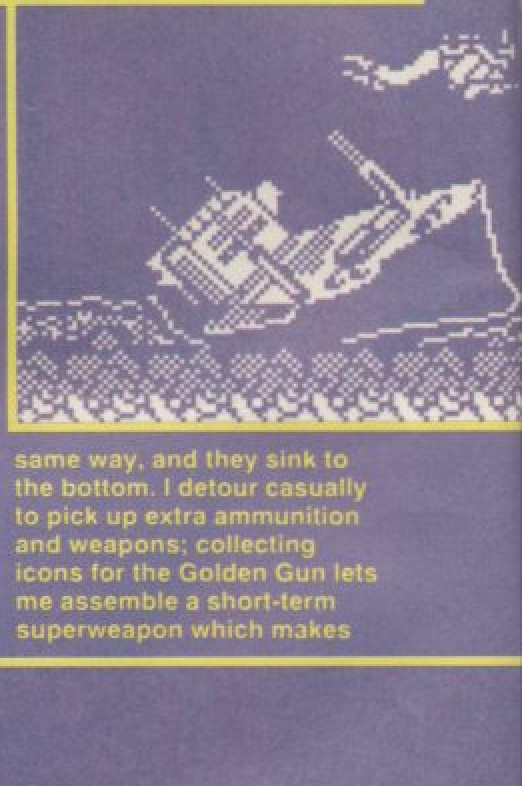
Things normally get a little more challenging now. There are the jet-equipped fliers trying to blow me away; the enemy motorcyclists roaring at me from all directions, guns blazing; and at the end of the road, a carful of gunmen equipped with everything from machineguns to bazookas. Lucky that apart from shooting back, I can jump my bike into the air, duck under their fire, and pick up extra loads of ammunition along the way. There are also drink cans which give me extra energy (I can't think what they put in that Tizer) and a jetpack which lets me fly, of swim faster underwater (one of W's ideas, I think).



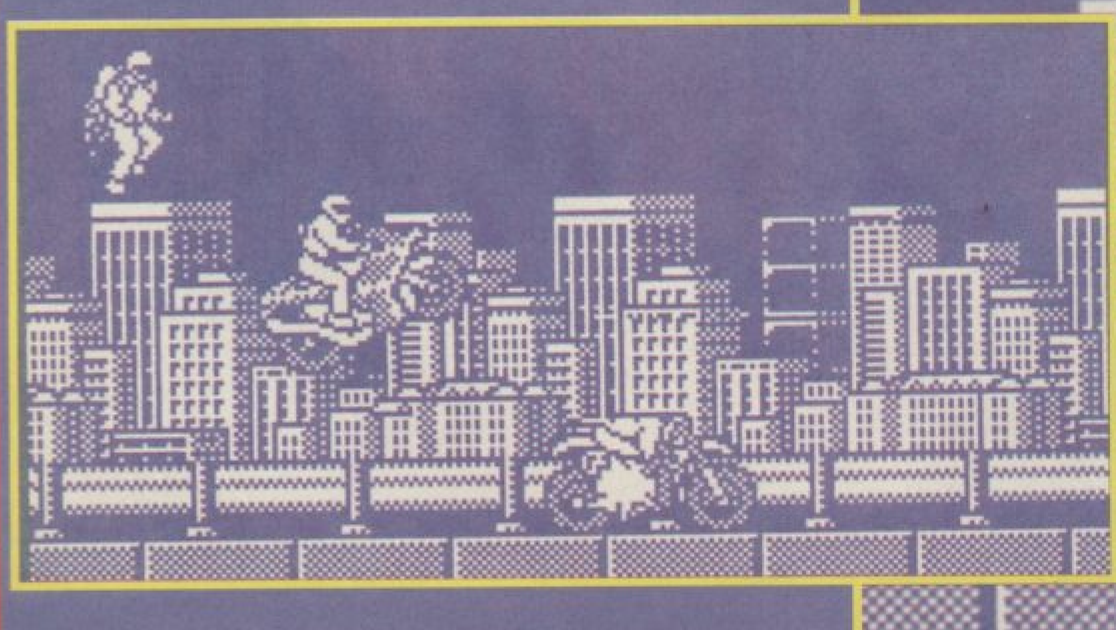
Out of the plane and heading Earthward on Level 1. All may be peaceful at the moment, but just you wait...

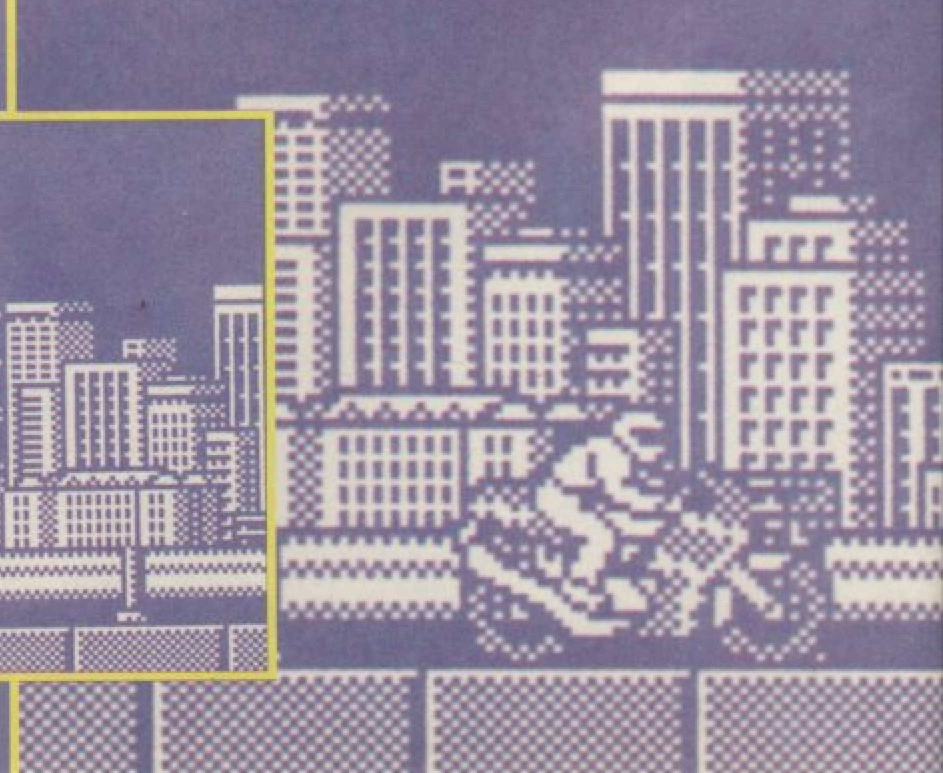


In hot pursuit of the bad guys in their pucka motor. Watch the vaguely hazardous incoming bazooka shell.

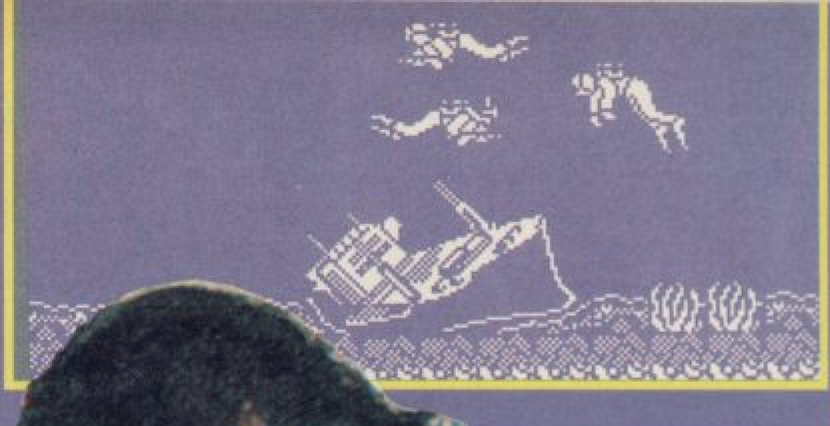


Fighting my way onto a freighter where I take out a giant bodyguard with a series of carefully-aimed kicks, I next slip into my stylish wetsuit and take to the water. Sharks? No problem. One harpoon in the mouth and they float to the surface. Frogmen? A doddle. Zap them the same way, and they sink to the bottom. I detour casually to pick up extra ammunition and weapons; collecting icons for the Golden Gun lets me assemble a short-term superweapon which makes





Sinclair User Classic



my shooting even more powerful.

Through the submarine cave, blasting away the sharks and frogmen, I break into the enemy missile silo



and fight my way up level by level, defeating once again all the end-of-level baddies I met before, finally taking on The General himself, first figuring out how to destroy the force-field and avoid the descending spikes, then dealing with the General with extreme prejudice before he can say "With my nuclear syzygytron I will dominate the world, Mr Spy".

And that's all before breakfast!

So it's a fun-packed life as a secret agent, as you can see. So exciting, in fact, that I hear there's already a Data East coin-op based on my adventures, and a secret organisation known only as O.C.E.A.N. has converted it into a home computer game. Nine levels, nicely detailed graphics, smooth animation, non-stop action, and decent sound effects; it left me shaken but not stirred.



SCORES

Graphics	89
Playability	79
Sound	89
Lastability	92

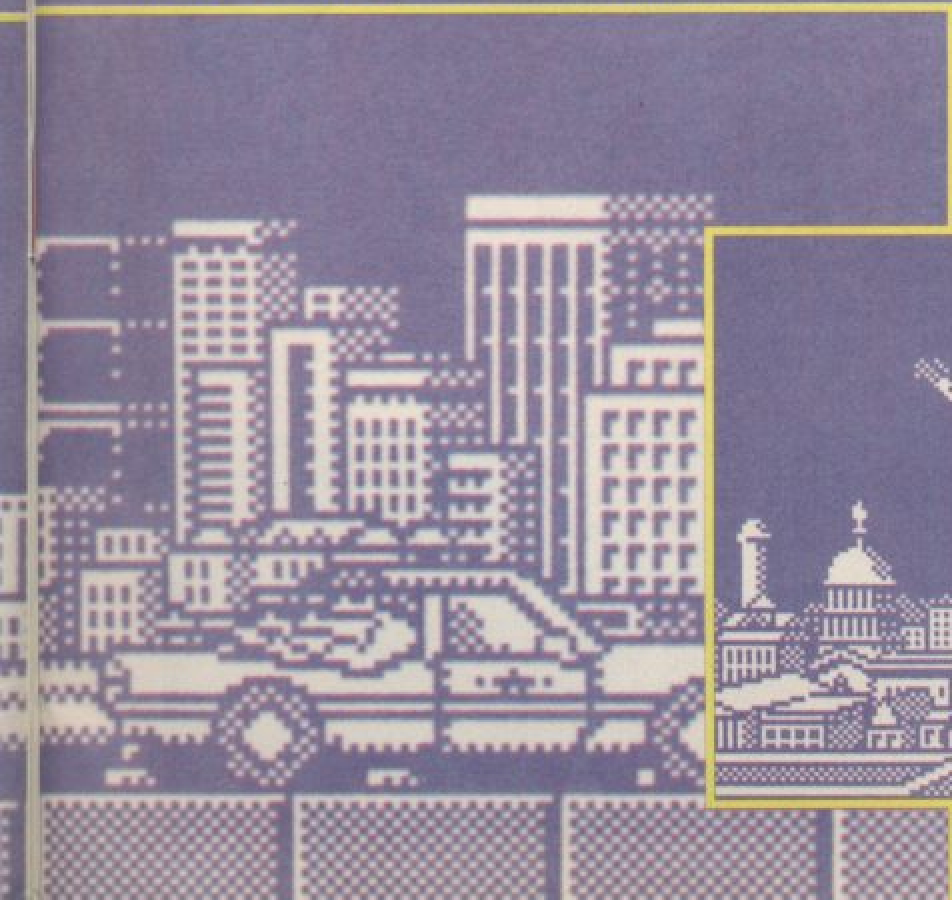
OVERALL 90%

Super spy action! Loads of loads, each choc full of action and fun.

Label: Ocean

Price: £9.99/14.99

CHRIS JENKINS





HACKING SQUAD

Yoiks a lordy - there's been a large stirring here at Hacker HQ; the poo has really hit the fan and our communications equipment has been jammed with calls about cheats. Not just any old cheats mind you, but about the Batman and Arkanoid cheats. The loyal army of Hackers have gathered crucial intelligence that has led to the first Hacking Squad courtmartial. Garth went as red as a freshly skinned ferret when he found out and exploded into a dribbling, kneecap crunching rage and left a trail of destruction across the office as he tried desperately to round up a firing squad. Luckily Jim managed to pin him down behind an upturned desk with a few well aimed floppys until he'd cooled down enough to accept the idea of a courtmatial for the hopeless hacker. So, who was the person that has incurred the Wrath of Garth? None other than M Lesley of Barry in South Wales who said that by holding down the keys ED209 you could get infinite Bat lives. Wrong Mr Lesley. That cheat is actually for Robocop which means that you've been highly bogus and un-Squad like so it's a dishonourable discharge for you - unless you can supply me with some really mean tips for a game pretty damn quick! Who sez that we're not forgiving and highly genourous on these pages? Anyway, that's all the winging over for this iss of the Squad. It's time to get down to business and bring you the very latest batch of tips and cheats in this month's edition of THE HACKING SQUAD.





Level 5 Batman

TIPS

Level 5 is much harder than level 1 even though the verical scrolleyness of the game make it look very simialr. Here's a quick rundown of the nasty bits thanks to Stephen Murray of Kirkintilloch in Glasgow. SPIKES These are not surges in the mains power supply that spupify your Spectrum. Oh no sireee! Theses are the iron typethat will not only make a hole in your pocket but also Batman's utility belt and more importantly Batman himself! It's good to avoid these.

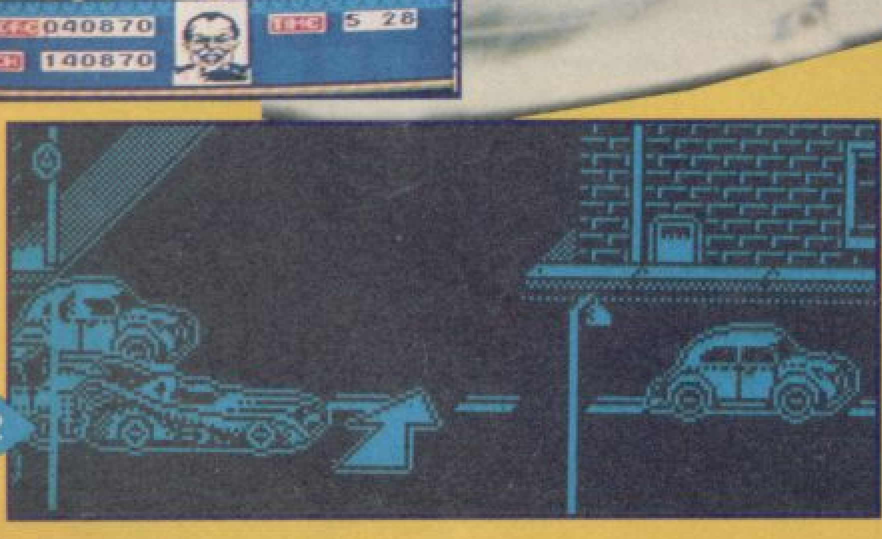


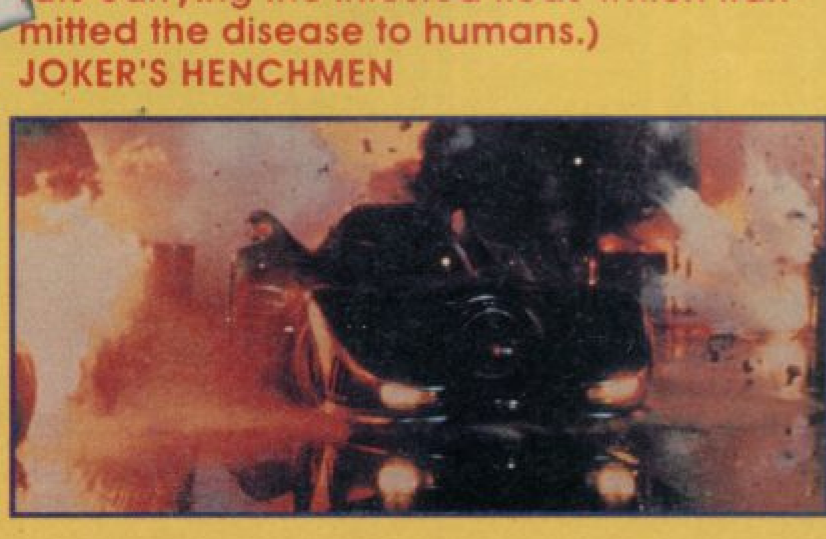


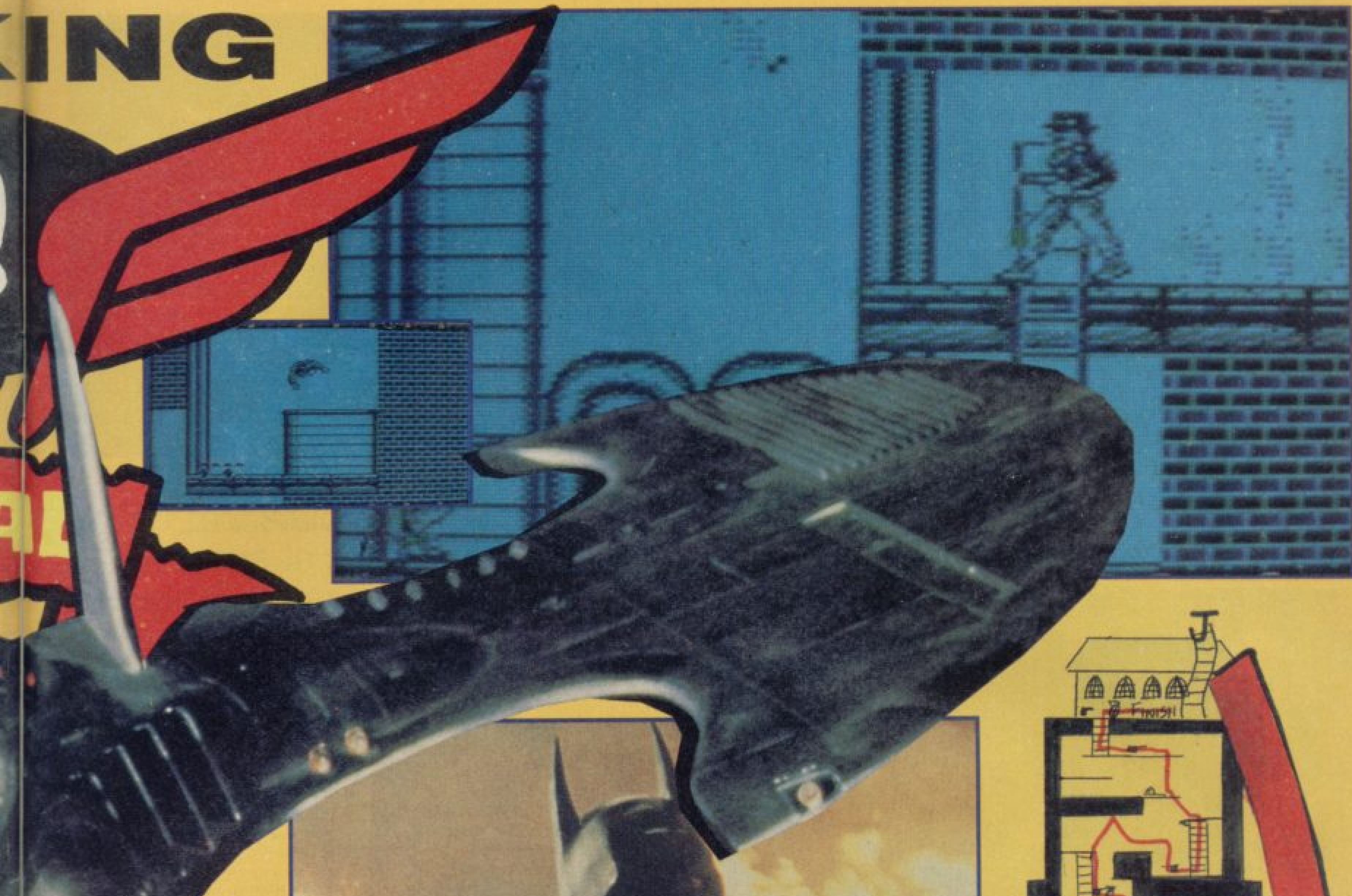
RATS

These are impossible to kill so they have to be avoided like the plague. (History note: The rapid spread of the Black Death in 1665 was attributed to free movement of rats carrying the infested fleas which tranmitted the disease to humans.)

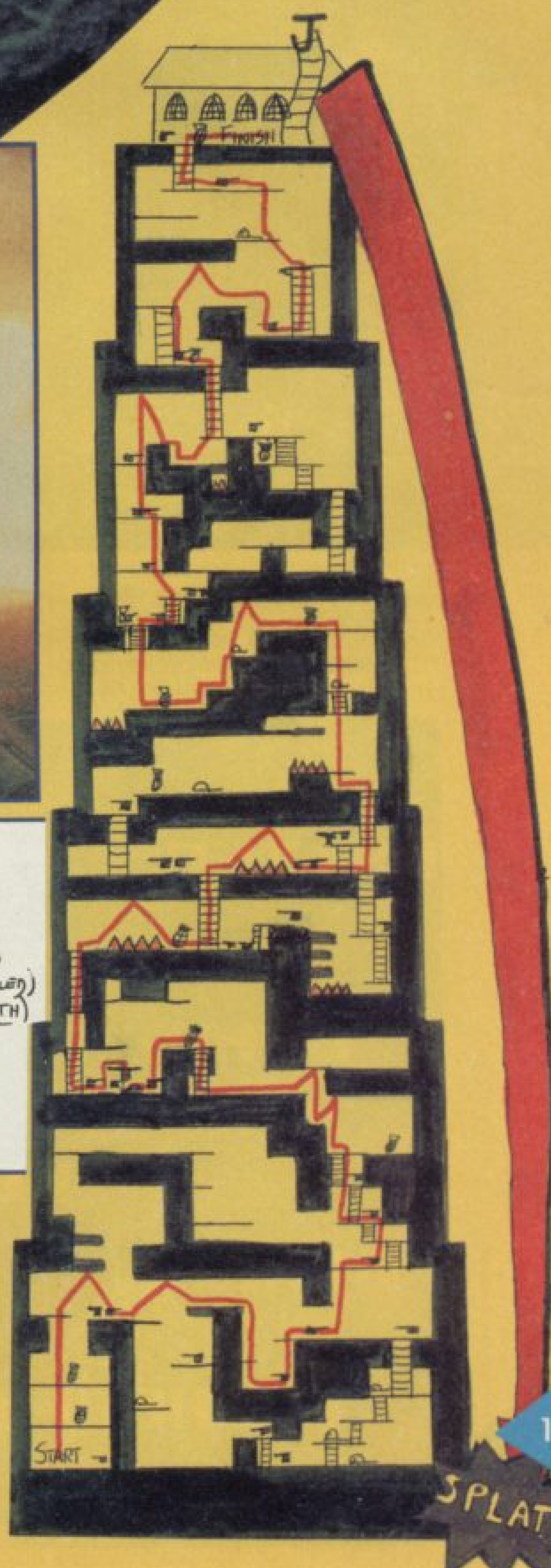
JOKER'S HENCHMEN











There are a lot more of the Jokers jolly japesters around on this level all of whom are armed with a gagamatic gun and some gastly gas. Also, on this level there are doors through which the Joker's thugs can nip out of at any time. This means you'll have to keep a Bat eye on your bottom unless you want it shot off! No Bat bottom - no Bat fart. Very umpleasant!

THE JOKER

Once you've battled your way through you'll hear the helicopter and see the rope ladder. Throw the Batrope diagonally up and to the right and you should just catch the Joker square in the funny bone causing him an instant loss of humour as he free falls down the side of the cathedral until he makes a funny noise as he hits the street below.







Guardian II

Here's the lowdown on all the nasties in the game thanks to Leigh Loveday whose first most excellent letter to The Squad earns him a place in the ranks of those crucial Hacking dudes

Raider

They tend to follow the bottom of the screen once they've gone down so take care not to accidentally shoot any humans. They are also reasonably accurate so don't stay still for too long.



Mutant

Fast and very deadly, they will home in on you. Get ahead of them and then turn and shoot while moving down. If there are a lot of them use the cloaking device and they'll all crash into you

DYNAMO

They don't move around too quickly so they're relatively easy to hit. A buzzing noise lets you know that they're about to release a Mo.

MO

They fly straight at you; care is needed whon they leave the screen 'cos they'll just flash back on but they do vanish after a while.

BOMBER

Goes off the top of the screen and reappears at the bottom or vice versa. Doesn't shoot at you but leaves bombs behind so don't get too near.

TECHNOFIGHTER

Attacks in groups of 3-5, spraying bullets. Either shoot them as quickly as possible and then speed away if you miss any or use the cloak.

HIVE

The Hive Convergence thingy is pretty useless so use the long range scanner to get the best use of the smart bomb but if there's only one Hive just blast it.

SWARMER

Usually there are 4 or 5 of these to each Hive. When you've shot the Hive stay at the same level and



Continues on Page 16

HACKING SQUAD

keep blasting - you should get them all - but watch that none of their bullets hit you. If you miss any then get the hell out of there or use a smart or the cloak.

FIRE BOMBER
These are very fast and dangerous. They go from top to bottom ad nauseum (or vice versa), spitting fireballs all the time. Just keep moving and shooting.

FIREBALL
Very fast and indestructible, and incredibly hard to dodge.

BAITER
Only appears if you take too long on a screen. It's fast, homes in on you and fires accurately at you while it remains difficult to hit. Just keep on blasting and reach out with your feelings and may the force be with you!

LURE
Very fast and zooms back and forth; try to shoot it before it starts moving otherwise use a cloak or a smart bomb because it's too fast to dodge.

LURESS
Same as a lure but also releases hordes of Munchies.
MUNCHIES
Extremely fast, attacking in large groups you must use smarts or the cloak otherwise you've got no chance. None. Not a hope. Bogus.

X OUT

X Out is the fab underwater game from Electronic Arts but the boys at ARC Development have left a cheat in. Too late lads, David Maher of Waltham Abbey, Essex has already found it and sez..."If you buy the cheapest ship and then select the cheapest gun and place it over the mouth of the on screen alien and press fire then POOM! - your bank account rises to 500,000 credits enough to buy almost anything!"
Also, David goes on (and on) to say "After destroying the E.O.L. baddies shoot their bodies and watch your score!" Garth sez, "Well done Mr Maher, welcome to the Squad!"





ARKANOID (Not Revenge of Doh folks)

So, we printed the hack for this last month, but some dingbat, namely Gareth (the Cracked) Cracker of Barry in South Wales. He forgot to mention that before you an enter PBRAIN on the high score you can even cheat to get onto the high-score table. Just wait until a piccie appears at the start of the game and press the spacebar and you'll immediately get a high score. Simon Brew takes a place in the squad for hacking that hack into history.

JACK THE NIPPER

Anyone still have this one? If you do just blow it at the cat - it'll hit the ceiling while you run out of the room and then return and do it again. If you continue with this you'll complete the game!

SPHERICAL

Just can't get any further eh? Well, Alan McGregor of Co Armargh in Northern Island has got all the codes words needed...Here are the codes for player one.
Level 9: RADAGAST
Level 19: YARMARK
Level 39: ORCSLAYER
Level 59: SKYFIRE
Level 75: MIRGAL
And player two just has to enter..
Level 9: GHANIMA
Level 19: GLIEP
Level 39: MOURNBLADE
Level 59: JADAWIN
Level 75: ILLUMINATUS

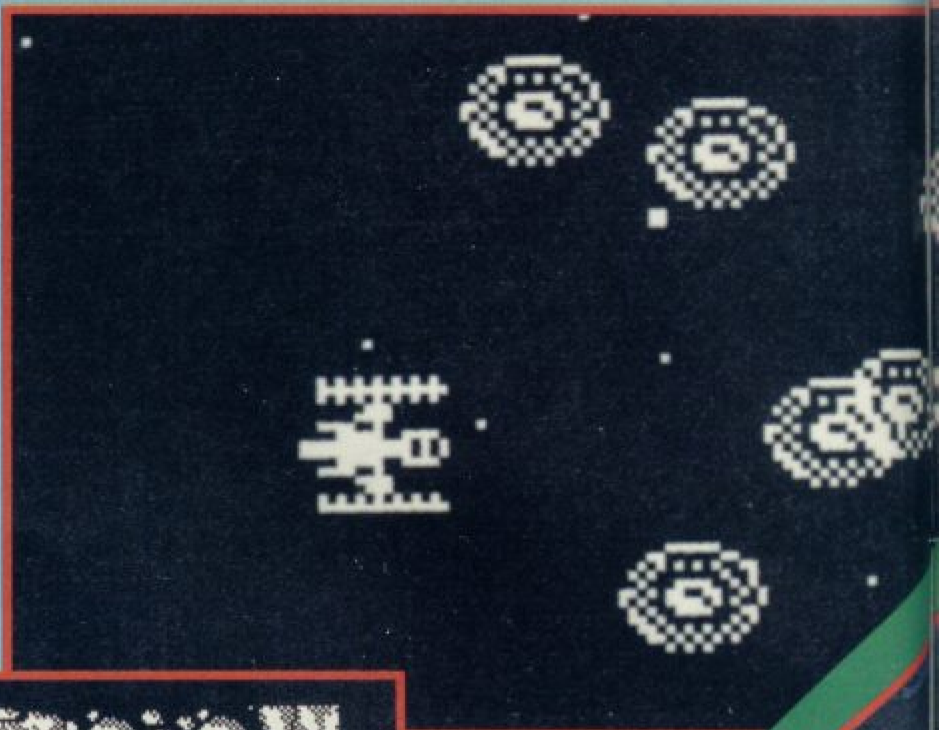
HACKER OF THE MONTH

Well, this month sees Stephen Murray of Barnhill Court in Kirkintilloch in Glasgow as the Hacker of the Month. Stephen has actually won an award before with his Dizzy III maps for Solutions and as such becomes a Hacker Squad Sergeant. I rang Steve to ask him what software he wanted this time around and his amazing ability to crack games is only equalled by his knowledge of a good game. Just look at what he picked as his list of prime goodies - there's Chase HQ, Pipe Mania, Rainbow Islands, Klax, Dan Dare III, Ghouls and Ghosts and Strider. No doubt, Sergeant Stephen will waste no time in cracking all these games with his usual style. Well done Stephen. Keep up the good work!



Eyes down for action in the new all colour Eagle
32 thrill-filled pages for Eagle eyes only. Out now. 45p.

DELTA



Aeeeeiiiiieee! No more! Why do people send games like this to try both the paying public and innocent reviewers? What sort of warped games designer thinks it would be "fun" to make a game so bum burstingly impossible and engineered to infuriate?

Before you can even get into any of the (mediocre) action, you must battle through an utterly maddening couple of waves. Why are these stages so rubbish? Because your bloody ship has got about as much oomph as a solar powered torch, and as much firepower as something that can only fire one shot at a time.

The only course of action is to collect as many power-ups as you can. Since none are available until you've shot entire waves of alien filth (and even if you work over the odds and entitle yourself to a number of power ups, YOU CAN ONLY COLLECT ONE) the initial stages of the game will inevitably turn you into a rabid lunatic, capable only of shouting "Stupid! Stupid!".



Unless you're entitled to some extra weapons icons, they sit in space as solid, deadly blocks.











Even the sodding icons kill you if you're not careful. Unless you waste entire waves of aliens (far from easy since it takes a good three seconds to get from the top to the bottom of the screen) the icons remain as deadly blocks, floating in space, sometimes utterly unavoidable.

If you're very patient indeed, you may find some enjoyment in Delta. Otherwise, it'll just give you a headache.

SCORES

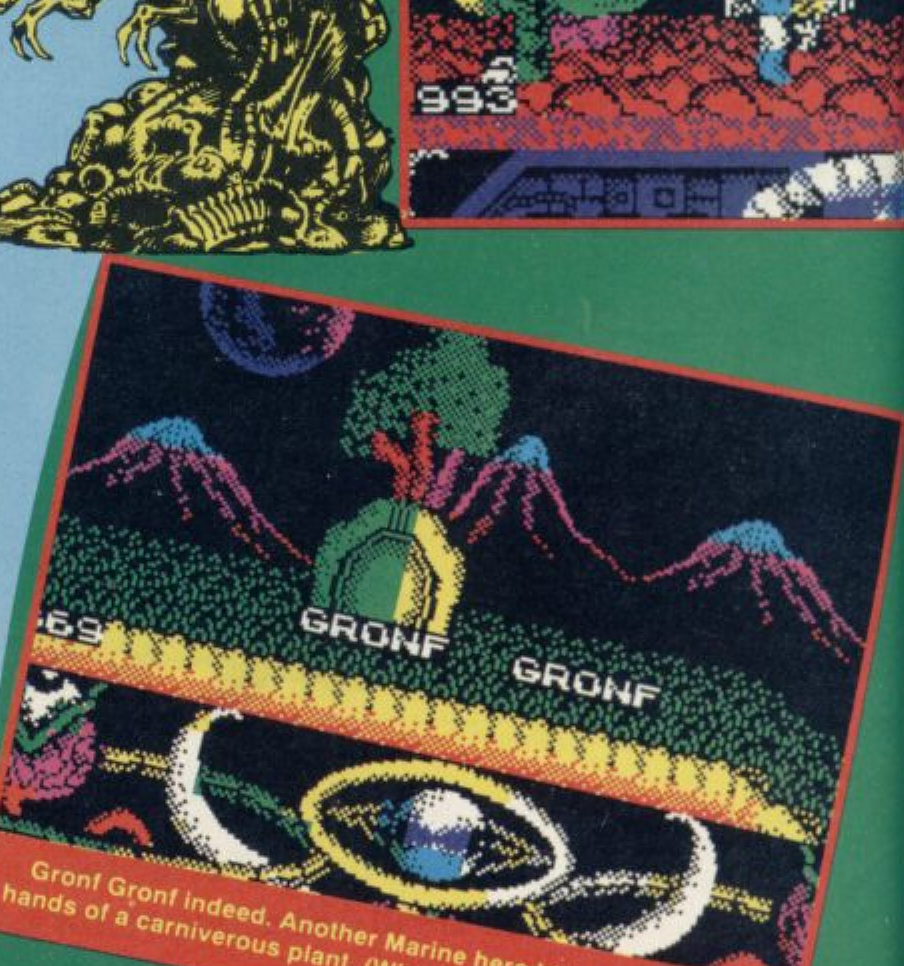
Graphics	55
Playability	58
Sound	30
Lastability	59

OVERALL 45%

Very annoying and slow-off-the-mark "blast". Ideal for patient insomniacs.

Label: Thalamus Price: £8.95

JIM DOUGLAS

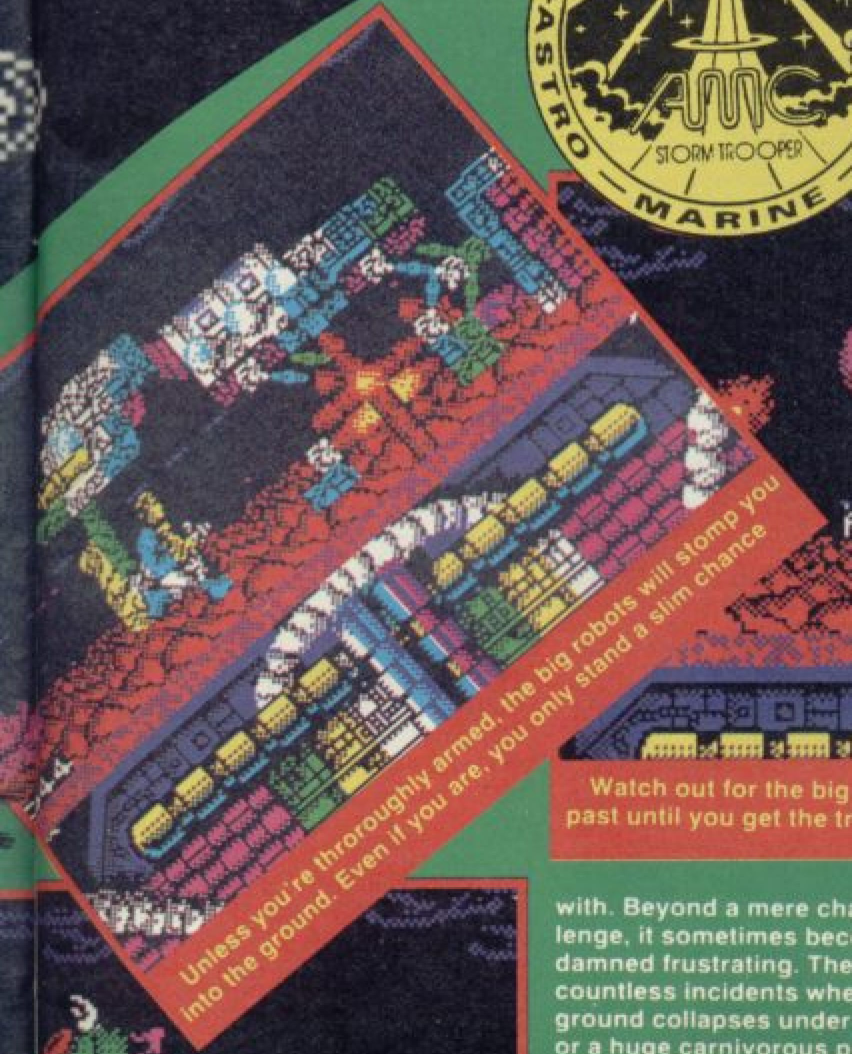


Gronf Gronf indeed. Another Marine hero bites the dust at the hands of a carniverous plant. (What hands? - Ed)





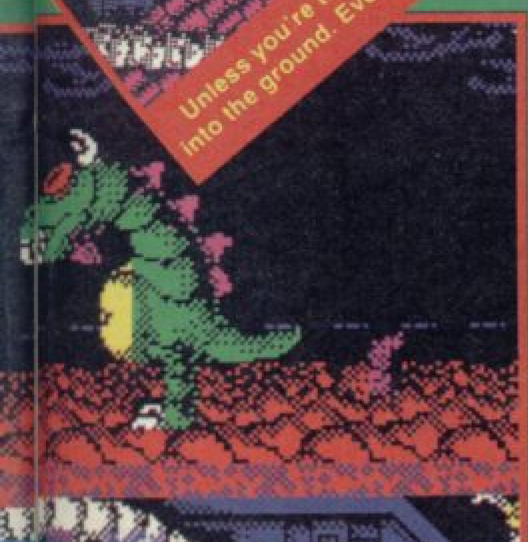
A.M.C.



Unless you're throroughly armed, the big robots will stomp you into the ground. Even if you are, you only stand a slim chance



Watch out for the big dinosaurs. There's slim chance of getting past until you get the trick.



More colourful than Rainbow Islands! Tougher than Robocop! Worse scrolling than Great Giana Sisters! Astro Marine Corps can, at times be a bit of a slog, but should the discerning gamesplayer look beyond the utterly pooh-ey screen movement and the learn-the-hard-way gameplay, he'd find a pretty sound game.

As an Astro Marine, your mission is to liberate the planet Dendar from the evil forces of the Deathbringers, using your wide array of weaponry, missus. Not only do you have to contend with the enemy troops and machinery, but some decidedly unfriendly locals features too.

If you've previously experienced Dinamic's games, you'll know what to expect when it comes to gameplay. AMC is very difficult to begin with. Beyond a mere challenge, it sometimes becomes damned frustrating. There are countless incidents where the ground collapses under you, or a huge carnivorous plant suddenly appears and swallows you whole.

Since you can't see any of these pitfalls coming, the only way to progress is to blunder along and note where you get wiped out and remember to avoid it next time.

Once you've memorized these insto-death situations, though, it's possible to avoid them every time, and concentrate on killing the mobile enemies.

Again, in keeping with Dinamic's style, the game is broken into two stages, allowing major number of complex and detailed alien attacks. The first stage is a rush toward the Deathbringer's ship.

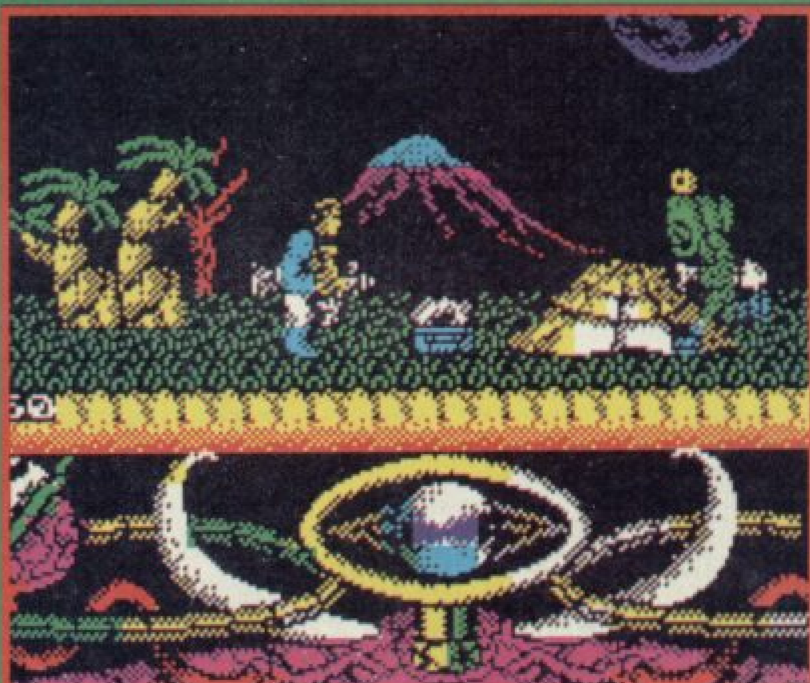


The second places you on their home ground, after a flight through space. Here you are offered the opportunity to wipe out the evil force once and for all.

Probably the most dangerous alien foes are the Yurk Snakes; like sandworms on steroids, they shoot about on the planet surface and will swallow you whole on contact. Since they come in waves, jumping over them can be darned tricky, and by the end of their onslaught, you'll be lucky if you've got any grenades (or legs) left.

It's a pleasant experience to get that feeling of wonder with each successive alien wave. On top of the desire to simply blast away the slimey suckers, you also become fuelled by the need to see what the next army of fiends looks like.

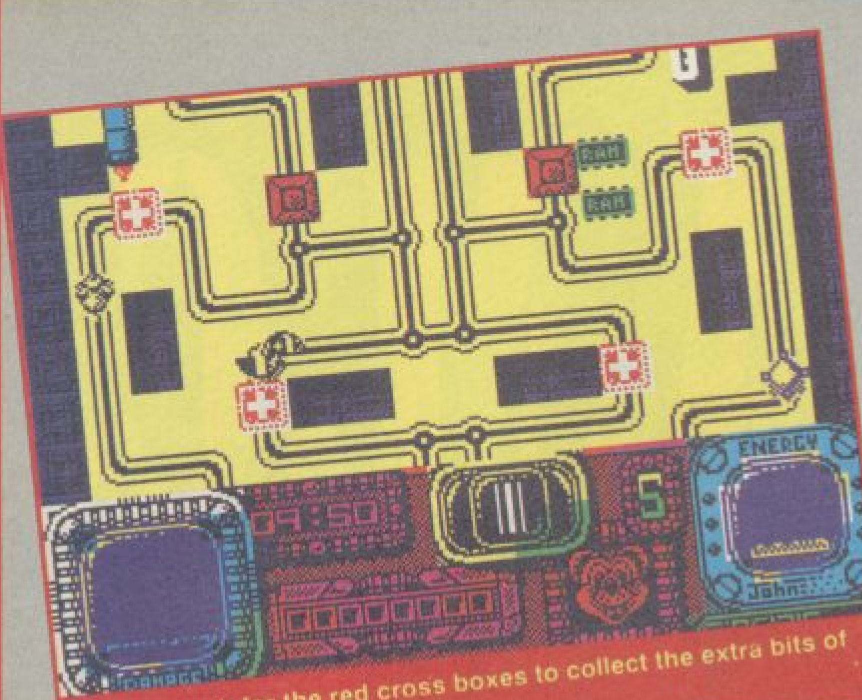
It certainly isn't a game for novices, and it's got some irritating features, but if you're after a stiff challenge with lots of variety, this is the game fer you.



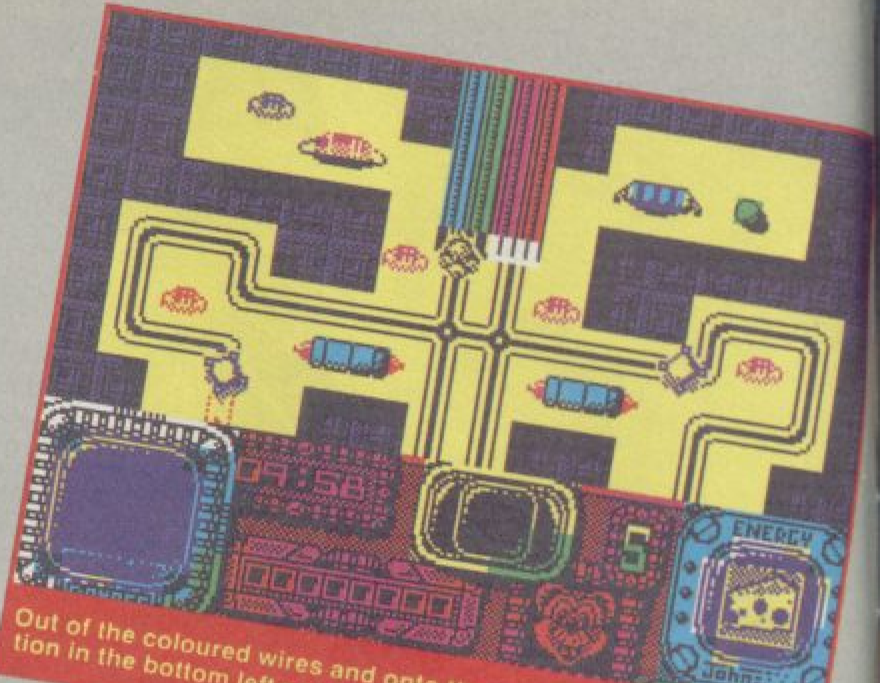
SCORES

Graphics	82	OVERALL 81%	**Heavyweight action. Lots of details. Rubbish scrolling.**
Playability	65		*Label: Dinamic Price: £8.95*
Sound	78		
Lastability	81		JIM DOUGLAS

REVIEW



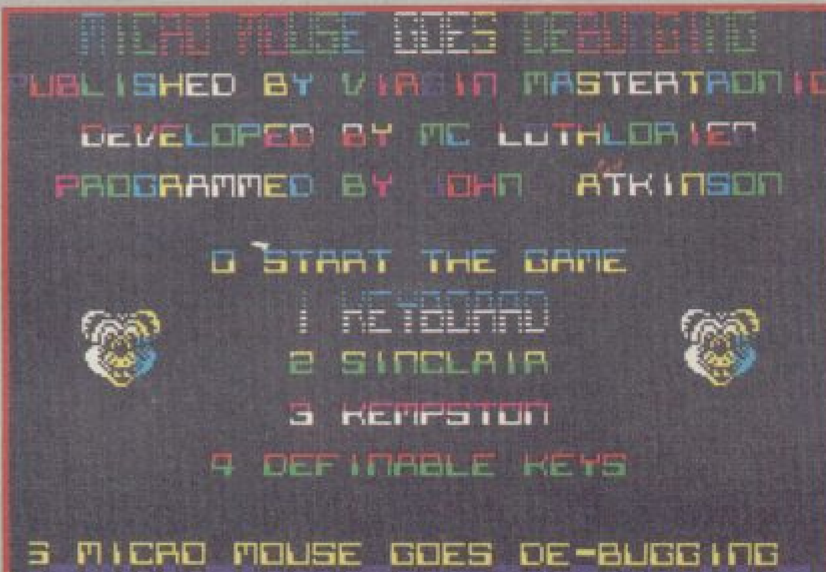
Make a dash for the red cross boxes to collect the extra bits of pipe.



Out of the coloured wires and onto the next level! A broken section in the bottom left needs attention.

The other day I was burning some toast in the kitchen when I thought I heard a squeaky, scrabbly noise behind the cooker. Ever vigilant for signs of venomous vermin crawling over my condiments, I put a mousetrap down, and the following day there was a pop-eyed pest crushed to death in it. Sorry, I said, but if you pooh on my cooker, that's what you get.

So as you can imagine I'm not to keen on mouses, and Micro Mouse (Goes Debugging) would have had to be a lot better than it is to overcome my prejudices. After wading through the inane blurb, which is all about circuit-testing, robot-controlled repair droids and cybernetic intelligences, you soon figure out that this is a Pacman variant, devoid of any real originality. Remember Alligata's Hypercircuit? It's the same idea; you control a little mousey droid scuttling around a printed circuit board, avoiding electrical discharges and attempting to repair damage to the track. It's a whole heap of yawn.

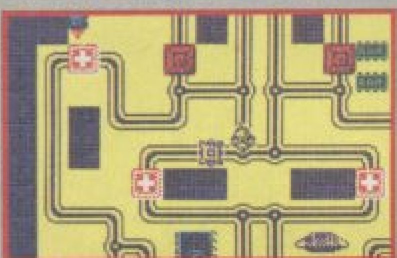


Comprehensive options. Joysticks are too inaccurate, we found.

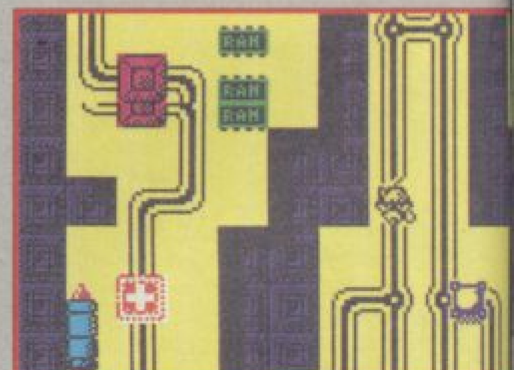
The gimmick is that scattered around the board are first aid stations where micromouse can pick up sections to repair damaged tracks. Trouble is, they have to be the right shape, so first you have to find a spot of damage, then find a station, then scroll through the selection of available parts until you find the right shape, then take it to the damage and drop it in place. Trying to fry you along the way are randomly wandering Pulsers, Homers which chase after you, and Drillers which cause the breaks on the tracks.

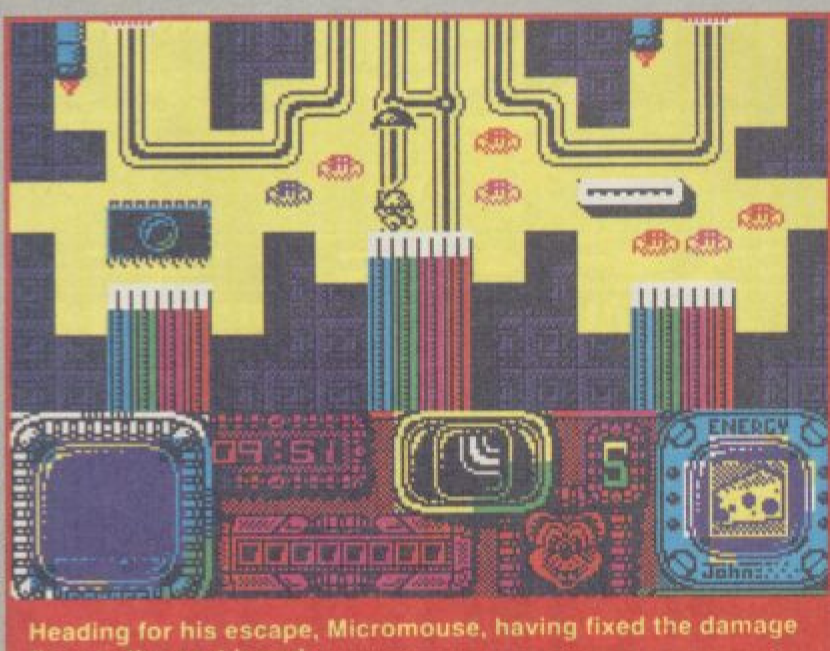
Meters show your remaining strength (as a block of cheese, ho-ho), and the amount of unrepaired damage. To complete the game you have to have the board fully repaired when the timer for each section runs out.

The graphics are unimaginative, the sound's average, and though the scrolling's quite fast and smooth, it's not enough to add any excitement to this pile of rodent droppings.



MICROMOUSE





Heading for his escape, Micromouse, having fixed the damage flees to the next board.

SCORES

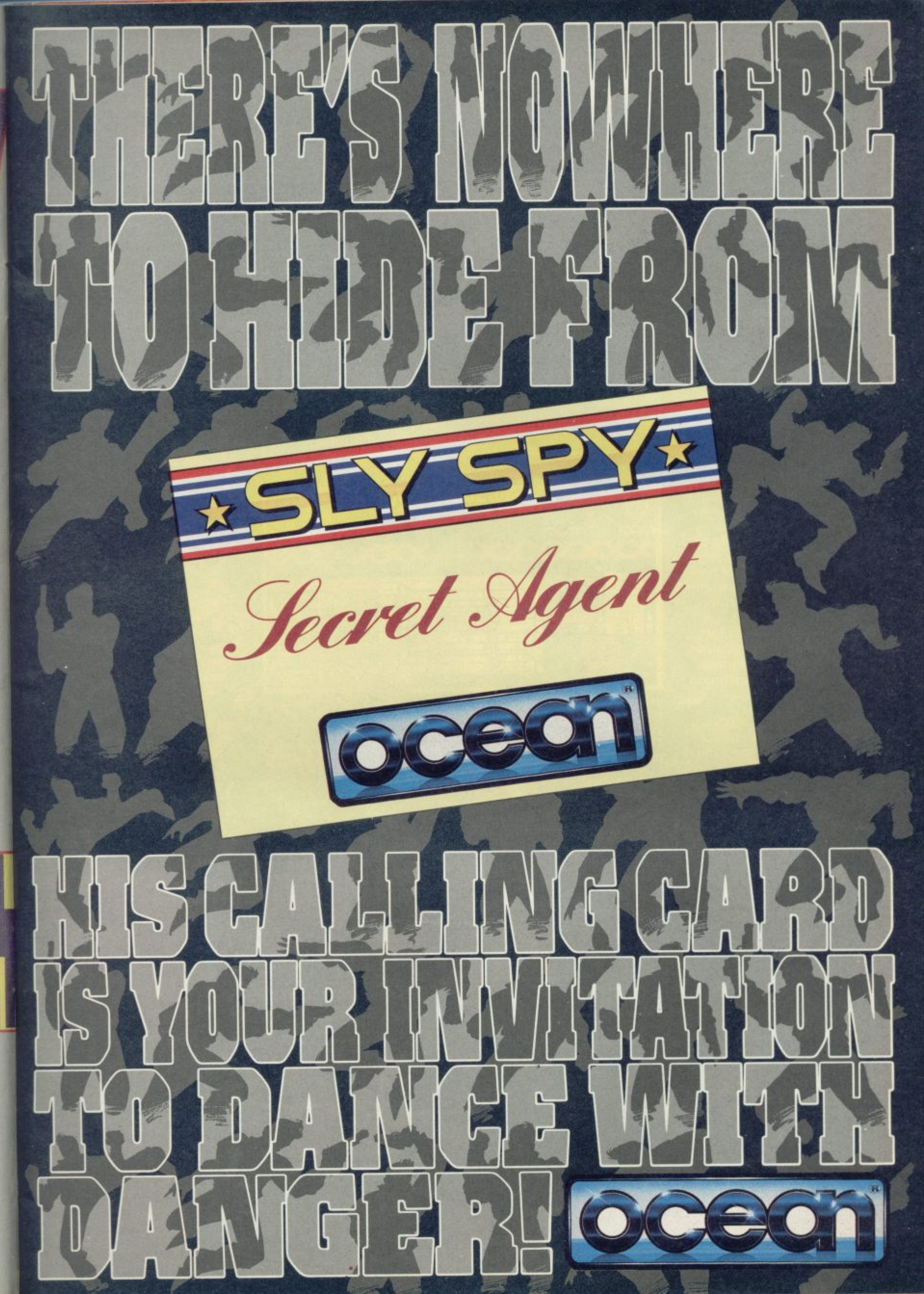
Graphics	46
Playability	40
Sound	35
Lasting interest	34

OVERALL 38%

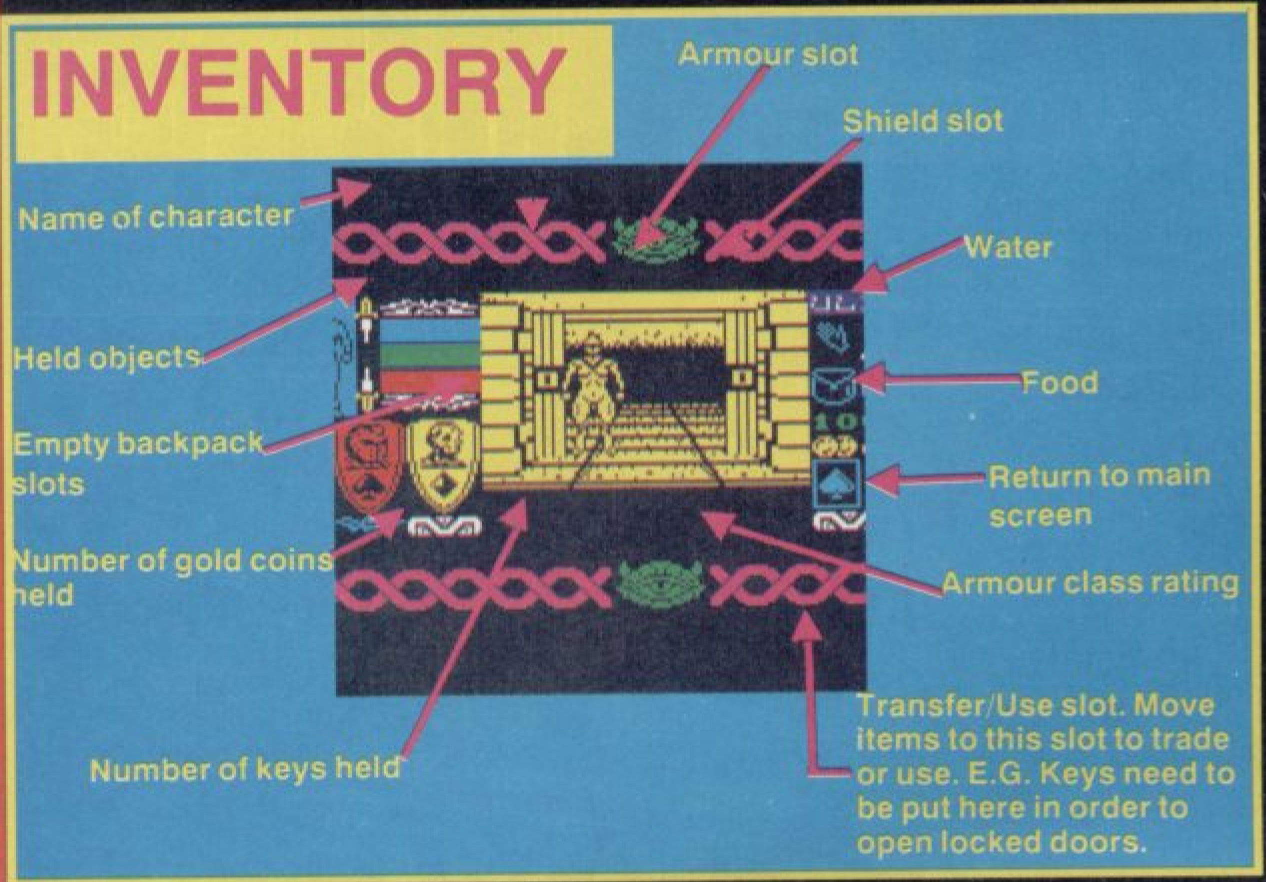
Undistinguished mousey mazey (mankey) mish mash.

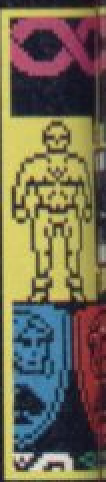
Label: Mastertronic
Price: £2.99

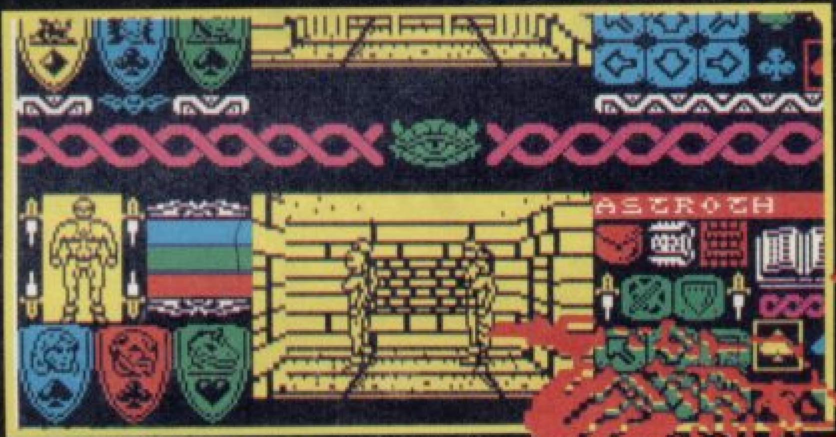
CHRIS JENKINS


THERE'S NOWHERE TO HIDE FROM
SLY SPY
Secret Agent
ocean
HIS CALLING CARD IS YOUR INVITATION TO DANCE WITH DANGER!
ocean

Bl









Just when you thought it was safe to go back down the cellar, Mirrorsoft's Bloodwych puts back the bats in the belfry as you take on the hoards of horrors that are lurking within the labyrinthian corridors of a dark castle that contains strange inhabitants and the secret of absolute power held by four power crystals which once found, can be used in a spell to banish evil forever.

So that's the plot - what's the game like? Well it's pretty damn hot actually and if you're a fantasy games fan then Bloodwych is the only game you need.

The game has options for up to two players, with each player controlling up to four characters with differing abil ities chosen from a selection of the last 16 champions of Trazere. There are four suits representing Fighters, Mages, Adventurers and Assassins and any combination can be used to make up a team of up to four players with which to enter the castle. You must use your team and their various abilities to gather the four cystals of storing from each of their towers before taking them to a fifth in order to banish the evil Lord of Entropy to Chaos.

Here's where you pick your team. Highlight a selction box and then click on the champion of your choiceto reveal their spells, statistics and an inventory of what they are carrying.



Click on the book icon to see each character's spells. Just turn the pages using the arrows and any highlighted runes are known spells. Click on the spell and find out what they do and what they cost.

The inventory shows what is being carried in each of the 'pockets'. Anything that is found, filched or fought for is dragged from the screen and then put in an empty space. If you click on a space then the name of the item or even spell is displayed in the text box at the bottom



CHARACTER ATTRIBUTES

LEVEL:This shows the height of your characters experience. It affects all other basic skills.

STRENGTH:How easily you hit during combat.

AGILITY:Affects your skill in combat esp. dodging.

INTELLIGENCE:Limits the number of spells points you have.

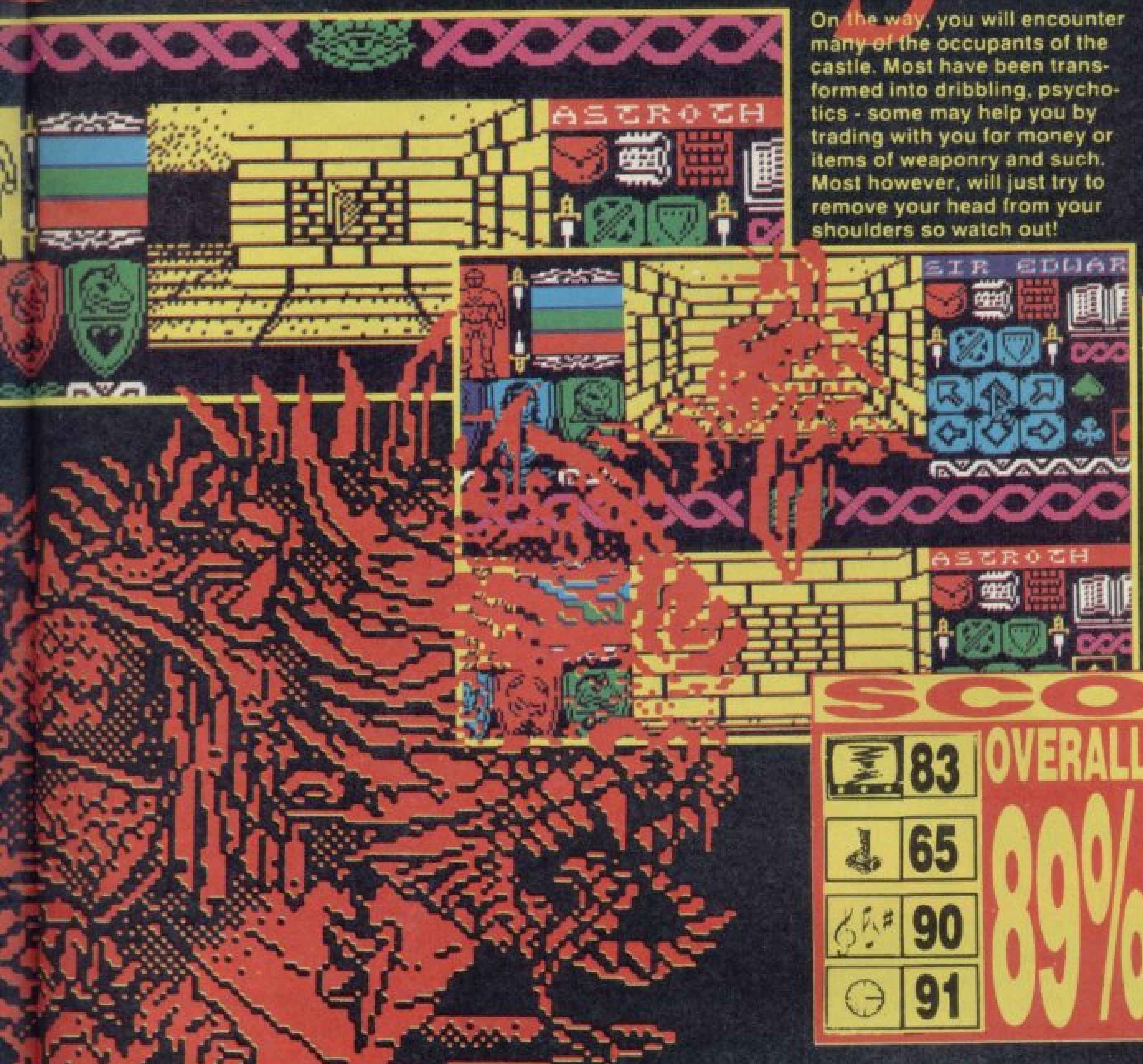
CHARISMA:How much influence you have over other characters.

HIT POINTS:How much stick you can take before you croak!

VIITALITY:A measure of energy. If it becomes zero you begin to waste away.

FOOD:Shows how porky a character is. The food level influences the rate

oodwych



On the way, you will encounter many of the occupants of the castle. Most have been transformed into dribbling, psychotics - some may help you by trading with you for money or items of weaponry and such. Most however, will just try to remove your head from your shoulders so watch out!

SINCLAIR CLASSIC

MOVEMENT

You progress through the castle is by use of the icon driven control medium. You can select keyboard control but the best method is by joystick; positioning the arrow over the particular icon that represents the desired action and pressing fire will move your group, attack, open doors, cast spells, and even trade with other adventurers in the maze.

SCORES

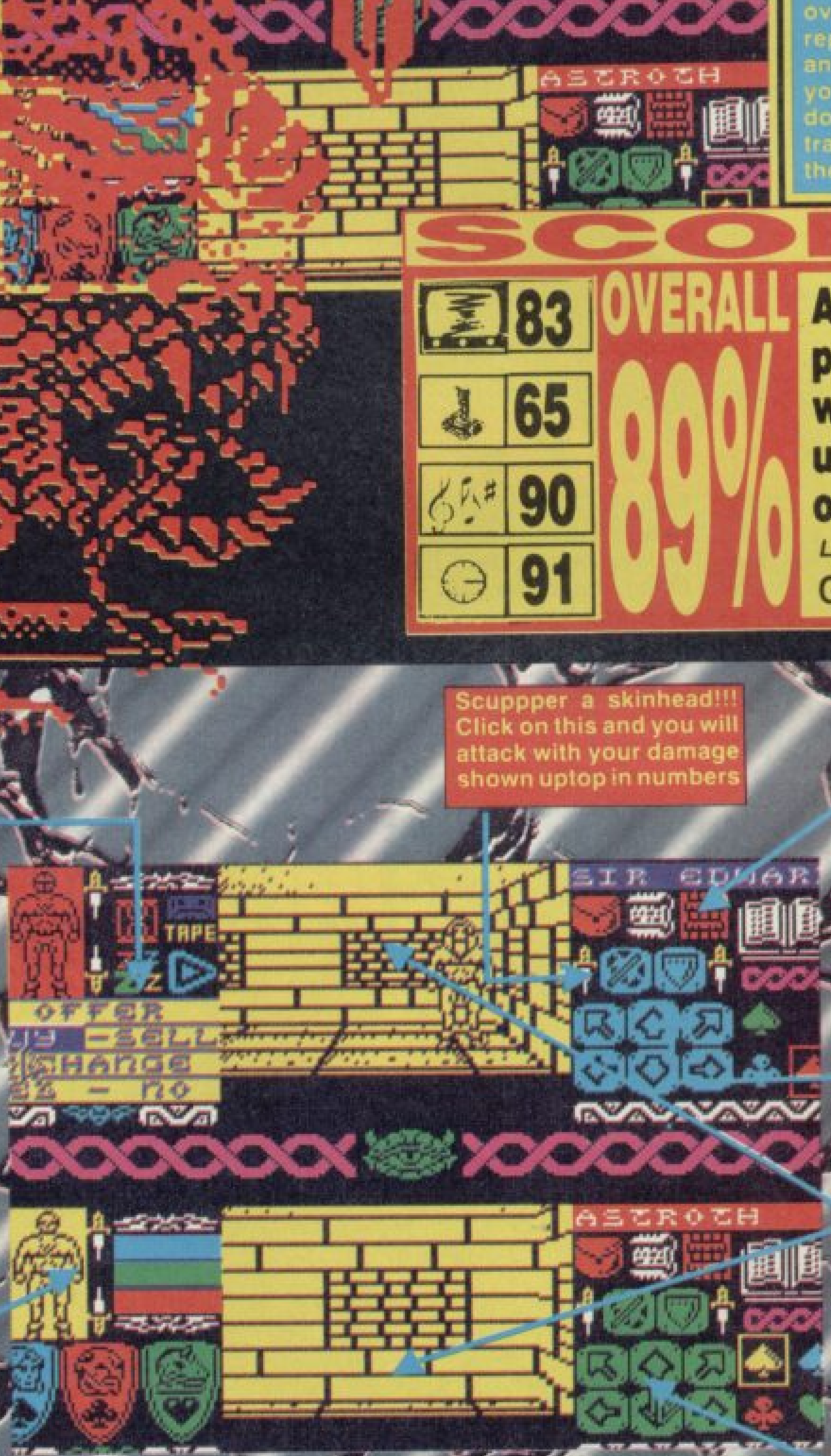
	83
	65
	90
	91

OVERALL 89%

A shining example of the new wave of adventure. Excellent on all fronts.

Label: Price: £9.99/14.99

GARTH SUMPTER



Scuppper a skinhead!!! Click on this and you will attack with your damage shown uptop in numbers

These three icons call up each person's spellbook and invemtory and the door icon will open doors that are closed (but not locked) You'll need the right key for that!

The communications panel allows the current leader to greet characters that are directly in front. You can OFFER an object by placing it in the transfer slor of the inventory, for sale, swap or even as a gift! PURCHASE is used to find out if a monster or character has anything for sale. EXCHANGE simply asks if they have anything to swop and SELL offers whatever's in the transfer slot for sale.

The shield icon is used to parry blows from marauding skinheads, lagerlouts and nasties.

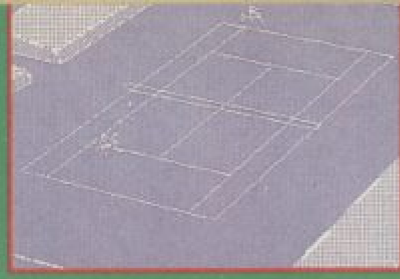
The Play area. This is your contact with the world of BLOODWYCH

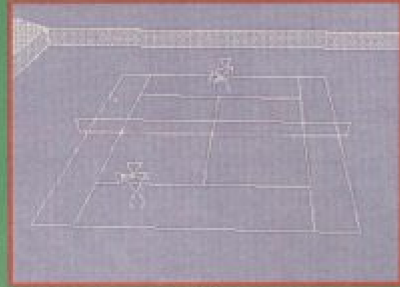
The current leader is shown here along with their status. The three bars represent Hit points, Spell points and Vitality. It's useful to keep an eye on these and to swop leaders around with the other team members as they become knackered.

Click on the movement icons to move your team through the castle. The leader's always highligted.

3D INTERNATIONAL TENNIS

REVIEW





Therwunk! Tennis eh? No longer a game for delicate girls in short skirts. No longer a jolly-hockeysticks, never-mind-who-wins sort of affair. These days it's a gladitorial battle between two hyped-up short-fused mega athletes; all sweat and swearing. Much better.

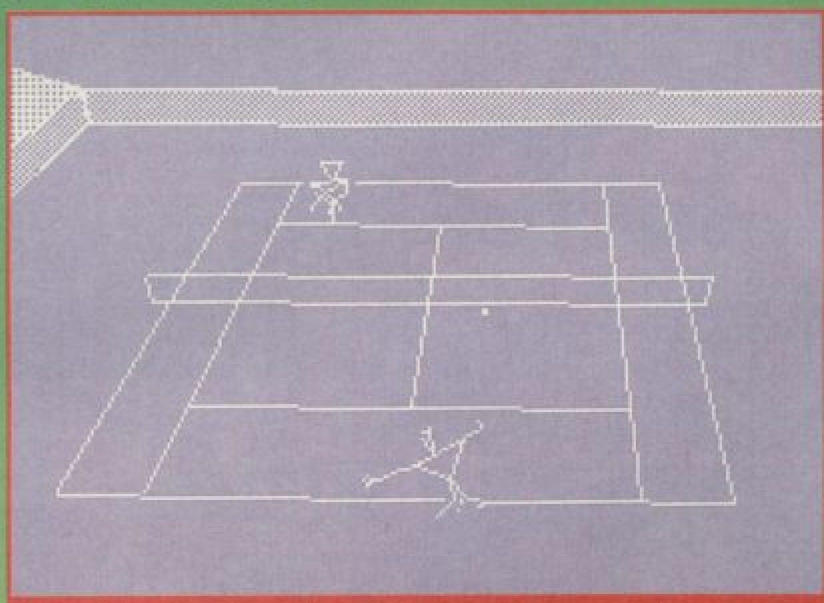
If you fancy the chance of playing 64 of the world's top players, scooping a big bag of cash and maybe even winning Wimbledon, Palace's 3D INTERNATIONAL TENNIS is the game for you.

Where many tennis games in the past have looked rather elegant and played like a daisy-chain championship, 3D Tennis offers the excitement of centre-court Wimbledon action, coupled with the fiscal lure of the major tournaments around the world.

Now, trying to capture the thrills and spills of a high-adrenalin tennis match with men made out of wire frame triangles may seem like a bit of a tall order, but Palace has come up trumps.

There are four skill levels available; Amateur, Semi-Pro, Pro and Ace. Choosing a higher skill level gives you more control over your shots. It also means that you have to do more work if you're to make a successful hit.

On Amateur level, the computer serves automatically once you've hit fire. Each time the ball is returned by your opponent (computer or human controlled) your man will flash indicating when to play your shot. Until you've got to grips with judging distances, it's an absolute boon.



And Douglas takes a long look down the court and prepares to Ace his opponent...

Semi Pro level retains the flashing utility, but instead of an autoserve, you have the option to determine the angle and strength of the shot.

Professional only retains the serve control while Ace offers both serve control and a spin facility (forward on the stick for topspin, back for backspin).

Why, then, should one bother to weigh in against Professional level opponents, with relatively little computer support? Why not stay as an amateur and take all the help you can get? Money. That's why. Unless you're prepared to play at the higher levels, you won't get into the big tournaments, and so you can't scoop the big prize money.

In fact, quite separate to the on-court action, there's a strategy game incorporated; you dart all over the world, picking the tournaments which will pay best (is it worth entering a match with a huge first prize but relatively little cash until you reach the semi finals if you're only starting your professional career?) and gradually amassing a huge pot of cash.

The gameplay and graphics (though simplistic) are superb. The animation of the characters is fab. And the



gameplay is simply the business. You can determine the computer's ability should you find it a unequal to yours, and even the most rank amateur alter the parameters to get a damned good match.

3D Tennis is utterly superb. It's packed with action, but still retains some skillful elements. Go out and buy it, and you'll be on the centre court at Wimbledon before you can say "chalk dust".

SCORES

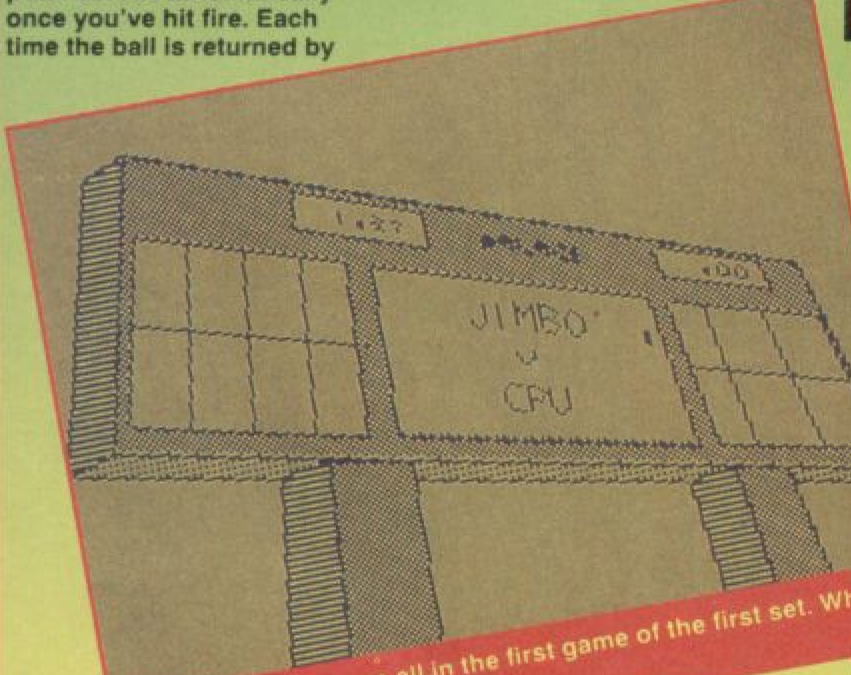
Graphics	85
Playability	65
Sound	89
Lastability	80

OVERALL 84%

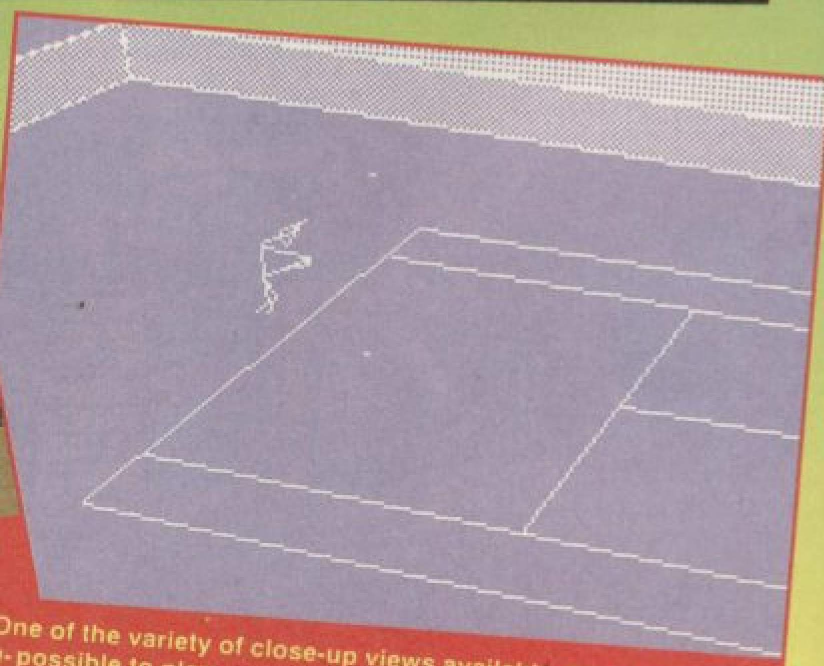
An Ace! Tennis turned into a skillful blast. A graphics hit too.

Label: Palace Price: £8.95

JIM DOUGLAS



What a match! Love all in the first game of the first set. Who knows what thrills lie ahead?



One of the variety of close-up views available. Nice to look at, im-possible to play.



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So get serious about your software .... discover GOLD on your streets .... U.S. GOLD .... and do the right thing, put some REAL life into your machine.
Screen shots from various formats.

WONDER BOY

The Wonder Boy Sega saga hits the small screen second time around in this latest addittion to the Hit Squad label. Wonderboy must journey through seven territories each made up of four lands with four distinct areas. The reason? True girlie love. Yes, he's out to rescue his girlfriend Tina from the greasy clutches of the evil King.

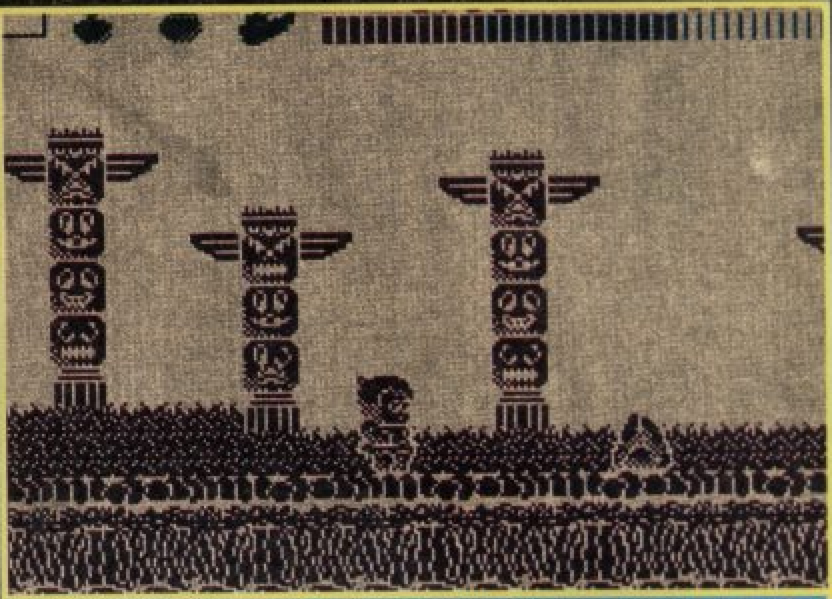
And how does he do that you may well ask? Well, being blessed with the intelligence of the average stuffed beaver, he must rely upon his leaping ability to avoid killer frogs, bees and snakes. Along the way, refreshment is also provided by collecting the odd bit of exotic fruit or less than exotic MacBeefy's junk food - all of which help to keep his vitality up (fnak!) Once his vitality is spent (fnar) Wonder Boy is wasted and, being anything but wonderful, is worm fodder.

Wonder Boy's various enemies are best either dispatched or avoided - you can leap over them or use the alternative, and far more enjoyable route of smacking them around the head with a stone axe.

Each time Wonder Boy starts, whether from the start or after a nasty death, he must collect a weapon by jumping on an egg. Sounds a bit girlie does it? Well old WB's no Easter bunny 'cos inside the eggs are a stone axe, a skateboard which acts as a super speed up or.. well... okay, so in one egg there's a fairy an it's more than a wee bit woofty but the good fairy (yeeeuck!) does give ol' WB protection from all the nasties for a space of time.

So, as old shortstuff scrolls his slightly jerky way from left to right, he must avoid all the killer boulders, bonfires and bees not to mention (so why mention it? - Jim) snakes and the odd killer frog.

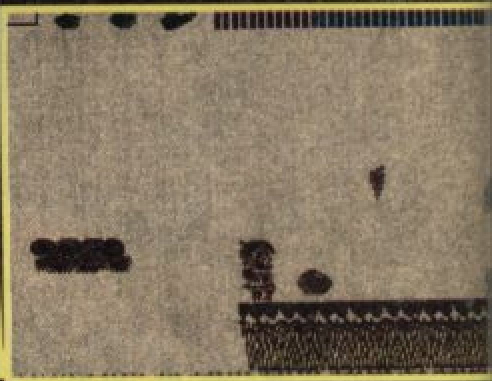
All told, Wonder Boy is okay. It's obviously the precursor of the later, (and much greater) Wonder Boy II (which was an added board to the original arcade game) and Super Wonder Boy in Monsterland, both of which have the added depth of bigger worlds and shops to buy weapons, potions and the like. Wonder Boy was good. But nowadays, it's not that good!

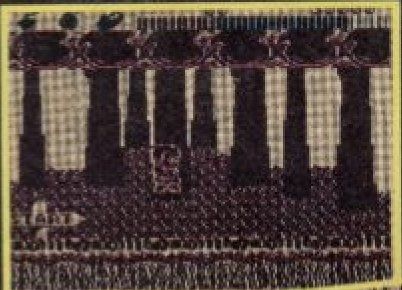


"Now where did I leave that plasma rifle?" Sorry WB old mate, but it's the stone axe for you. Just avoid that spitting rock of doom.



WB's just thrown an axe at a nastie but he's got nothing to fear 'cos he's got his fairy with him - except being seen by his mates.







SCORES

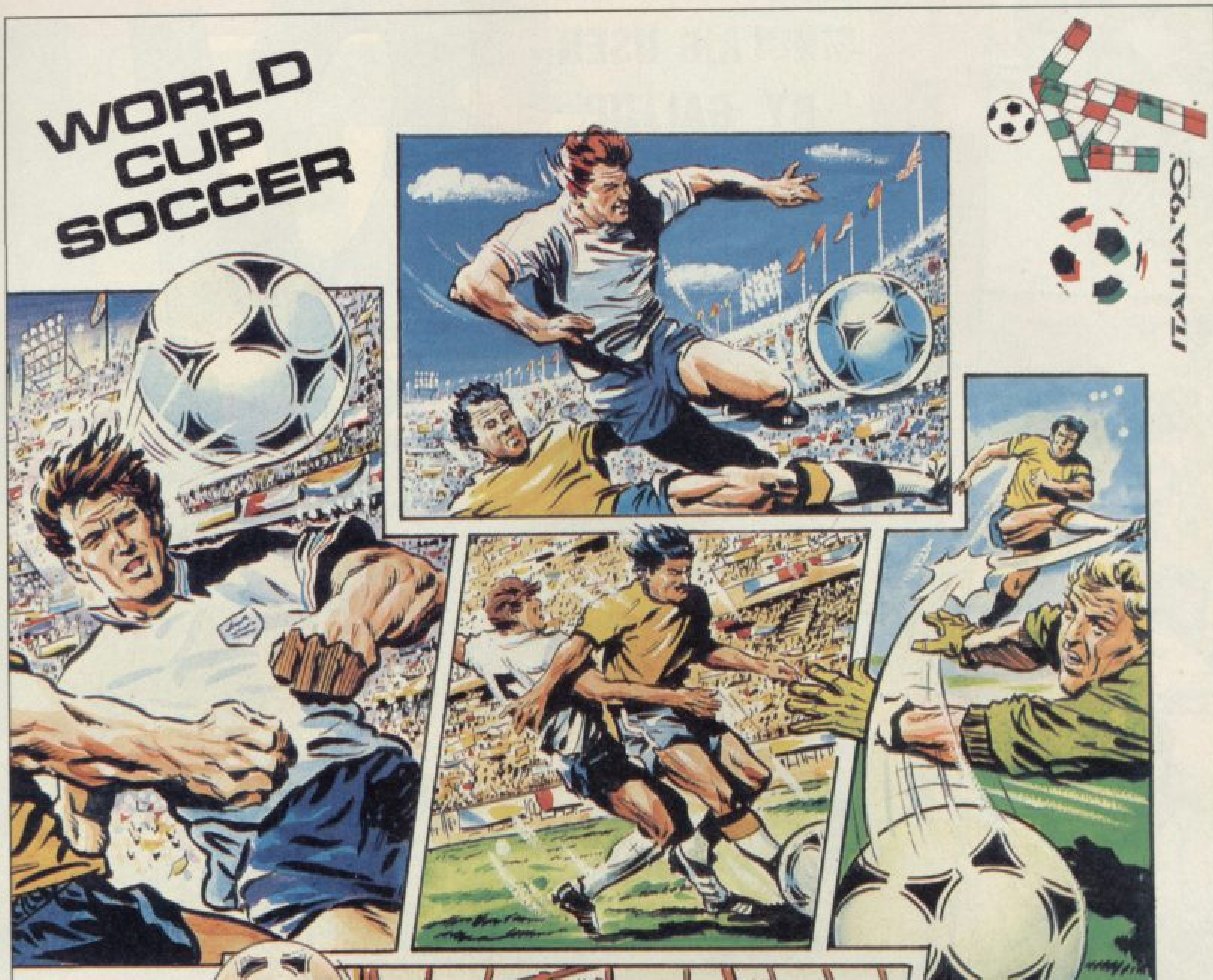
- 70
- 65
- 73
- 72

OVERALL 72%

The old Sega coin-op returns not with a bang but with an echo of the original.

Label: Hit Squad Price: £2.99

GARTH SUMPTER


WORLD CUP SOCCER
ITALIA '90
ames
I.B.M. Pc
AMIGA
ATARI ST
AMSTRAD
SPECTRUM
CBM 64
OFFICIAL GAME
ACCEPT NO SUBSTITUTE!
ITALIA '90



COMPILED FOR SINCLAIR USER BY GALLUP

CH

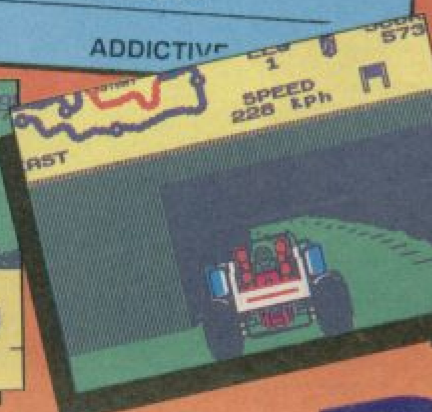
1	CHASE HQ	OCEAN
2	BATMAN	OCEAN
3	ROBOCOP	US GOLD
4	GHOULS & GHOSTS	US GOLD
5	TURBO OUTRUN	

ARCADE

1	FOUR SOCCER SIMS	CODEMASTERS
2	GAZZA'S SUPER SOCCER	EMPIRE
3	HARD DRIVIN'	DOMARK
4	BOXING MANAGER	GOLIATH
5	FOOTBALL MANAGER 2	ADDICTIV

SIMULATION







BUDGET CHART COMMENT
Dizzy reigns, oh yes he does and he's dominating the top of the budget chart like the big eggy lump that he is. Apart from him though, there are a few good games about like Ikari Warriors and 2 Player Super League. What about Platoon then, already out on budget after only a year, oohwaa?

BUDGE TOP TEN

1 (1) FANTASY WORLD DIZZY More fun than you could possibly imagine	C.MASTERS	£2.99
2 (3) PAPERBOY He just can't atay in one place for long	ENCORE	£2.99
3 (5) TREASURE ISLAND DIZZY Eggy, eggy, eggy, here comes Dizzy eggy	C.MASTERS	£2.99
4 (2) GHOSTS AND GOBLINS Ooooeeeeoooo, slip down the chart	ENCORE	£2.99
5 (NEW) IKARI WARRIORS Less than brilliant top to bottom war game	ENCORE	£2.99
6 (NEW) 2 PLAYER SUPER LEAGUE Sure to rise as World Cup approaches	CULT	£2.99
7 (7) WORLD SOCCER Good grief, more ruddy football	ZEPPELIN	£2.99
8 (4) BUGGY BOY Colourful knockabout 'fun'	ENCORE	£2.99
9 (NEW) PLATOON One of the best movie convs of late	HIT SQUAD	£2.99
10 (6) SHORT CIRCUIT Re-release of game of film of t-shirt	HIT SQUAD	£2.99

ARTS

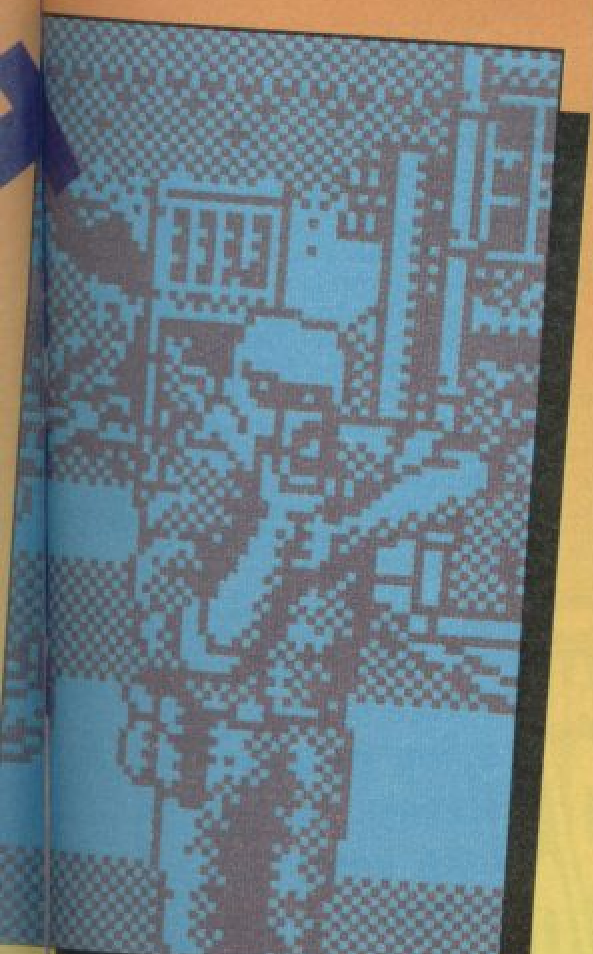


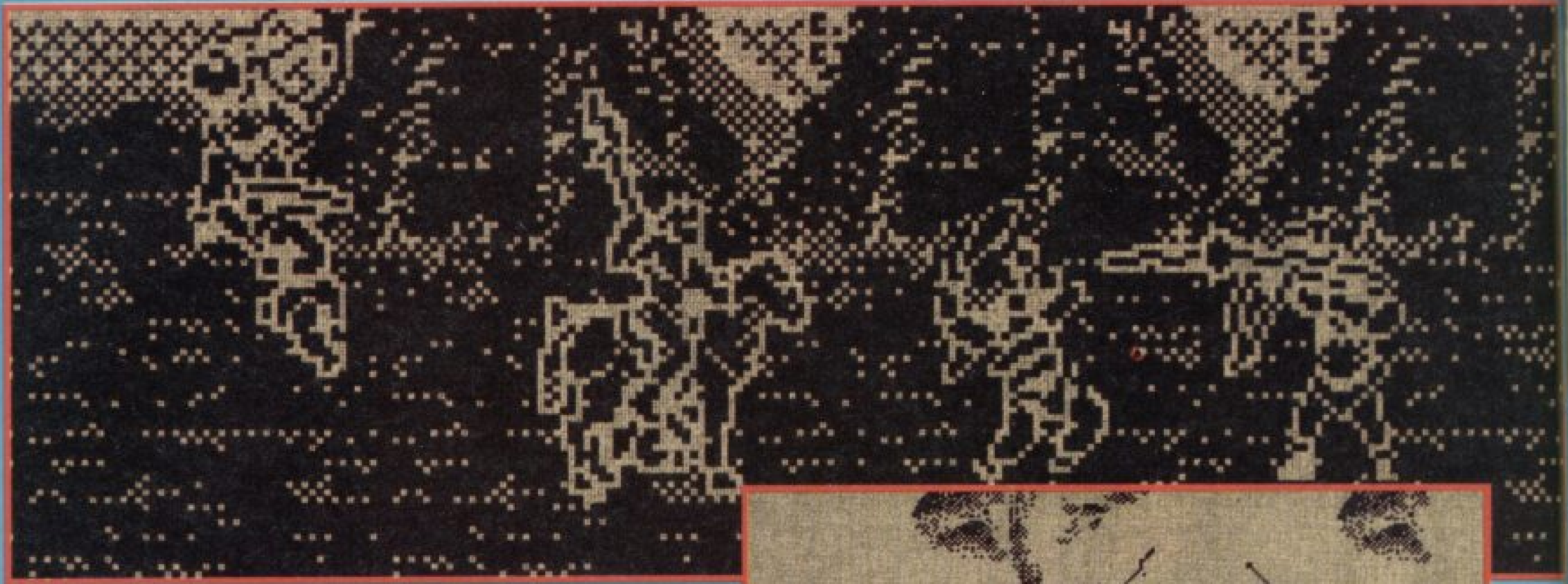


FULL PRICE CHART COMMENT
YAAAAAAAAAAAAAAAAAAAAAWWWWWWWWWWWWNNNNNNNNNNNN!!!!! This is one of the least exciting charts ever, ever, ever. Hardly any changes from last month's, just the odd bit of shifting about. Sims are still in, and the only new lads are Black Tiger, X-Out, Dragon Slayer and Dr. Doom - ho-hum.

FULL-PRICE TOP TWENTY

1 (1) CHASE HQ Still refusing to budge from the top slot	OCEAN	£9.99
2 (4) BATMAN Holy number twos	OCEAN	£9.99
3 (6) FOUR SOCCER SIMULATORS Codies hit the footy trail	C.MASTERS	£8.99
4 (5) ROBOCOP 20 seconds to comply	OCEAN	£8.95
5 (3) GAZZA'S SUPER SOCCER Thought it'd hit No.1, but no	EMPIRE	£9.99
6 (8) GHOULS AND GHOSTS Wooooooooooooooeeeeeeeeeeoooooooo	US GOLD	£9.99
7 (2) TURBO OUTRUN One of this year's better drivey games	US GOLD	£9.99
8 (9) GHOSTBUSTERS 2 Who ya gonna call?	ACTIVISION	£9.99
9 (NEW) SUPER DRAGON SLAYER Lots of dragon slaying and it's super	C.MASTERS	£8.99
10 (7) OPERATION THUNDERBOLT Beazer follow up to Wolfy	OCEAN	£9.99
11 (10) DOUBLE DRAGON 2 More beat-'em-up fun	VIRGIN	£9.99
12 (11) HARD DRIVIN' Round the chicane	DOMARK	£9.99
13 (12) UNTOUCHABLES Elliot Ness takes on the underworld	OCEAN	£9.99
14 (17) BOXING MANAGER Nah wot ah mean Frank?	GOLIATH	£9.99
15 (13) FOOTBALL MANAGER 2+' More footy? Phewwweeeee	ADDICTIVE	£9.99
16 (NEW) X-OUT Great underwater blast-'em-up	RAINBOW ART	£8.99
17 (NEW) DR DOOM'S REVENGE Far from brill cartoon action	EMPIRE	£9.99
18 (14) TEST DRIVE 2 Prrt, what an average driving game	ACCOLADE	£9.99
19 (15) POWER DRIFT A jolly nice drivey adventure	ACTIVISION	£9.99
20 (NEW) BLACK TIGER Mini-war with beastie meanies	US GOLD	£9.99





DYNASTY WARS

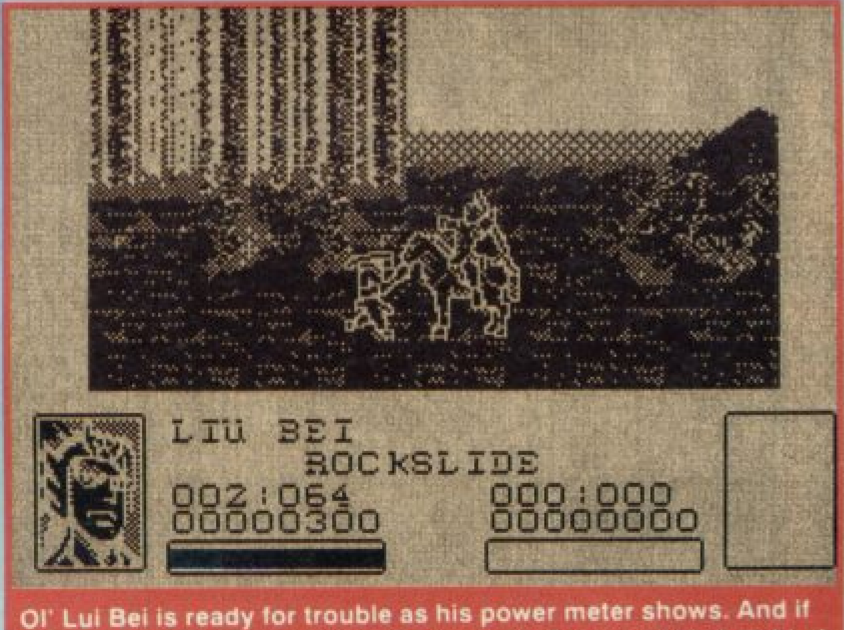


"Watch out where you're pointing that or you'll have somebody's eye out!" Yes, it's a hard life in the Horse Guards.

Shang Fei stands in the middle of a bridge brandishing his snake halberd (oo-er), and thousands of enemies are routed. Lui Bei is descended from Emperor Kei of the Han Dynasty. He swears to be brothers with Kuan Yu and Shange Fei to defeat Huang Ching. And they're the biggest jessie-boys of the ancient Orient - some of the characters in Dynasty Wars are REALLY hard!

Dynasty Wars is a fab conversion of a coin-op which I must admit I haven't played (I'm getting a bit old to spend my evenings hanging around arcades). But from what I've seen, it's a pretty skill conversion job, and while the full marvellousness of the inter-screen graphics haven't been retained, the non-stop violence of the game itself is well up to scratch (or up to slash).

It's basically a horizontally-scrolling hack'n'slash epic, but the gimmick is that while your opponents are largely on foot, you're on a thundering great horse, and equipped with a variety of lovely weapons including a death-dealing fire-lance. You might think this makes things too easy, but not on your bowl of noodles! The baddies bombard you with arrows, lances and axes, and on later levels (there are eight of them) you have to deal with horsemen, catapults and fireballs. The animation of your trotting horse is completely boss - the background scrolls along a bit jerkily until you reach the next killing-ground, then stops until you've cleared the area of peasant scumbags.



Ol' Lui Bei is ready for trouble as his power meter shows. And if that guy doesn't stop feeding his horse, he's going to kebab him!

You can choose any of the four characters to play, but it doesn't seem to make an enormous difference. What does make a difference is if you're in two-player mode; it's a lot easier to turn the baddies into chop-suey if you have some help from another horseman.

Like an R-Type clone, your fire-lance is charged up by holding down the fire-button, waiting until a sliding scale indicates that its at the required level of blaziness, then it's discharged by releasing the button. It whips out over your head and blazes boiling death at the baddies - lovely!

Trouble is, you have to be lined up properly with them - your horsey moves in and out of the screen, and you must be at the right depth to hit the target. This is the tricky bit. Get it right, though - galloping around to avoid arrows, lining up your shot and letting go - and the peasants tumble into oblivion.

Your strength and treasure are indicated by readouts on the top of the screen, and you can replenish them by picking up treasure-chests and other tokens. The only problems with DW are that the end-of-level nasties are nothing to split your chopsticks over, and each level is very much the same; the background graphics are nicely-detailed but monochrome, and after a couple of levels things get a bit tedious. A bigger selection of different weapons, more variation in the baddies or even the backgrounds would have made it a whole new bowl of crispy duck.

SCORES

Graphics	78
Playability	59
Sound	88
Lastability	71

OVERALL 84%

Fast-moving and spicy Oriental slasher. Suffers from some over-complex graphics.

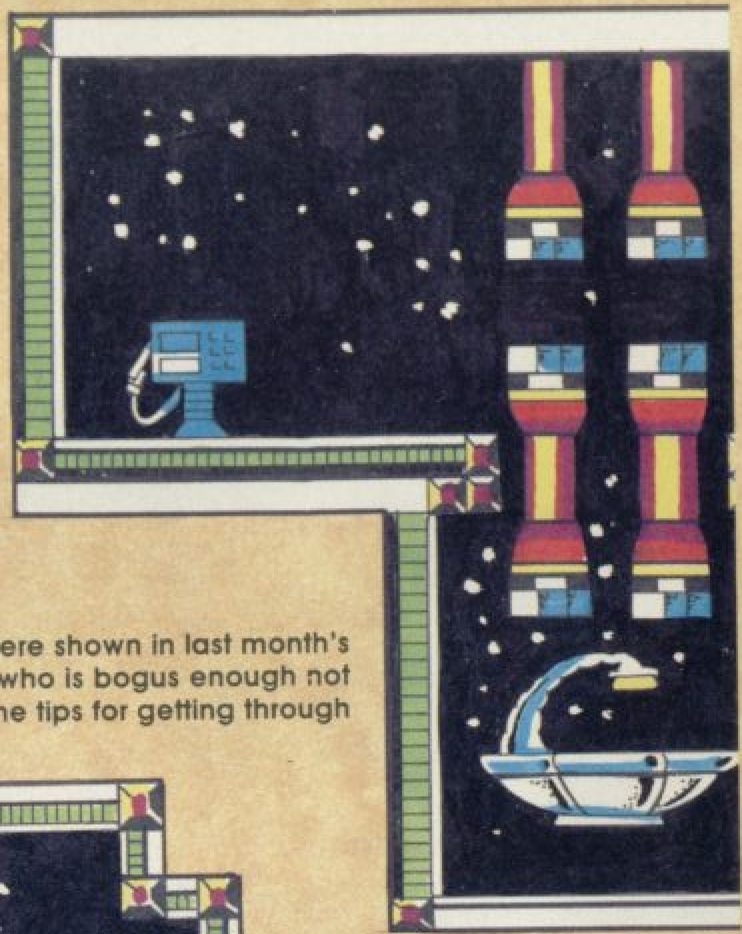
Label: US Gold Price:£10.99

CHRIS JENKINS

SOLUTIONS 2

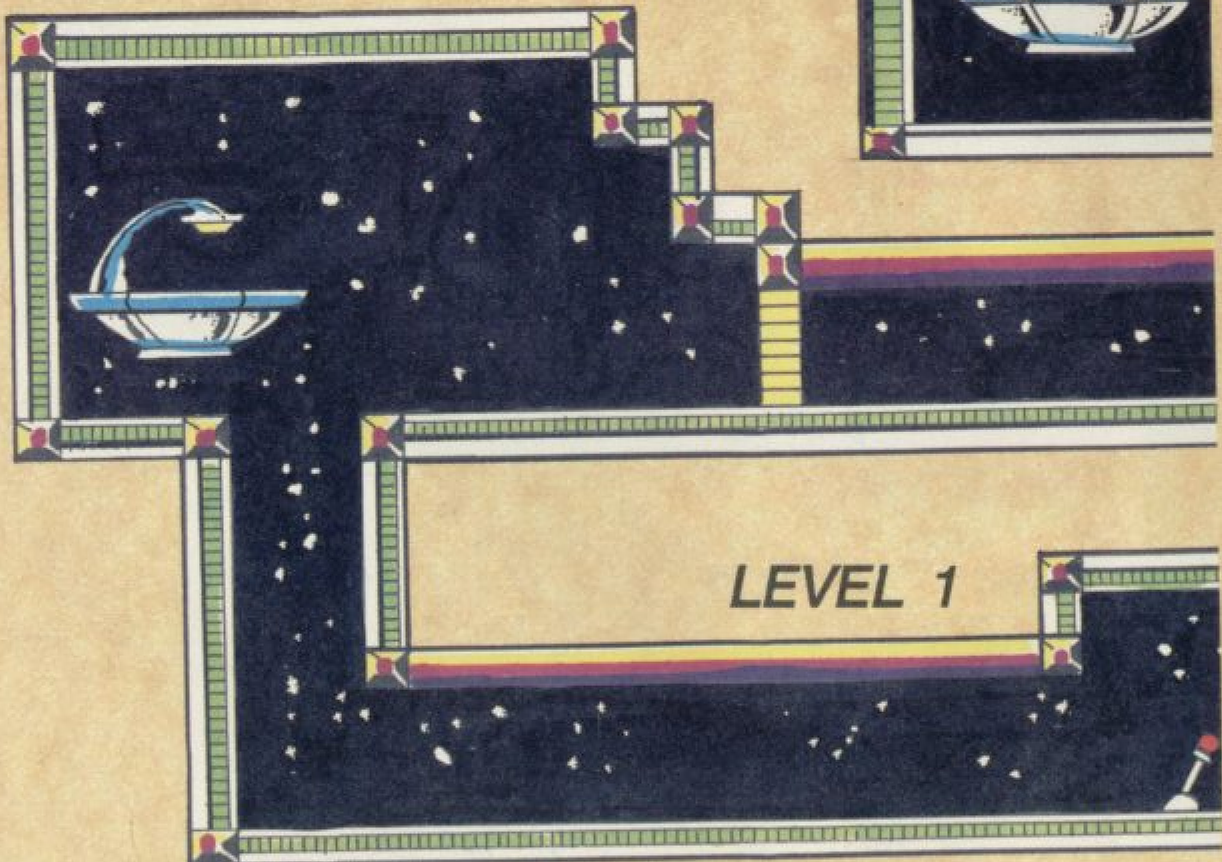
Hurrah! The supplement of your dreams is BACK for a second time. This month we've cracked DAN DARE III and ALTERED BEAST. Service eh?

Here it is! Solutions Issue 2 and this time around we're going to take the lid off Dan Dare III The Escape. We've got all the four savoury levels mapped along with the stores level. But that's not all. There's also def maps to Altered Beast Well it's easy - just keep those Solutions pouring in - and all you dudes with cartographic crayons just keep that artwork flowing. Talking of which - it's time to get to the games and end the chat!



DAN DARE III

The first two levels of Dan Dare were shown in last month's Hacking Squad so for any dude who is bogus enough not to have bought last month's SU the tips for getting through the game are on page 6.

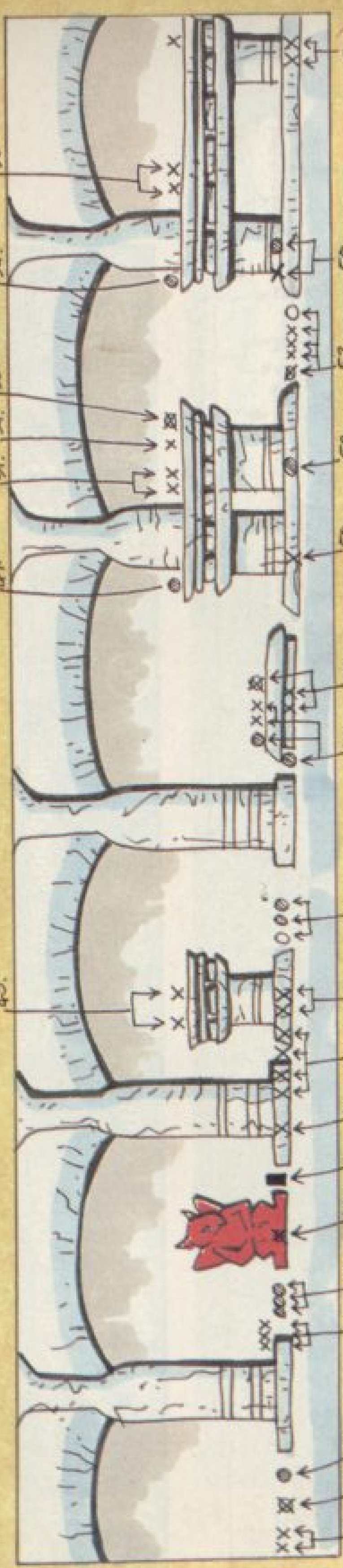


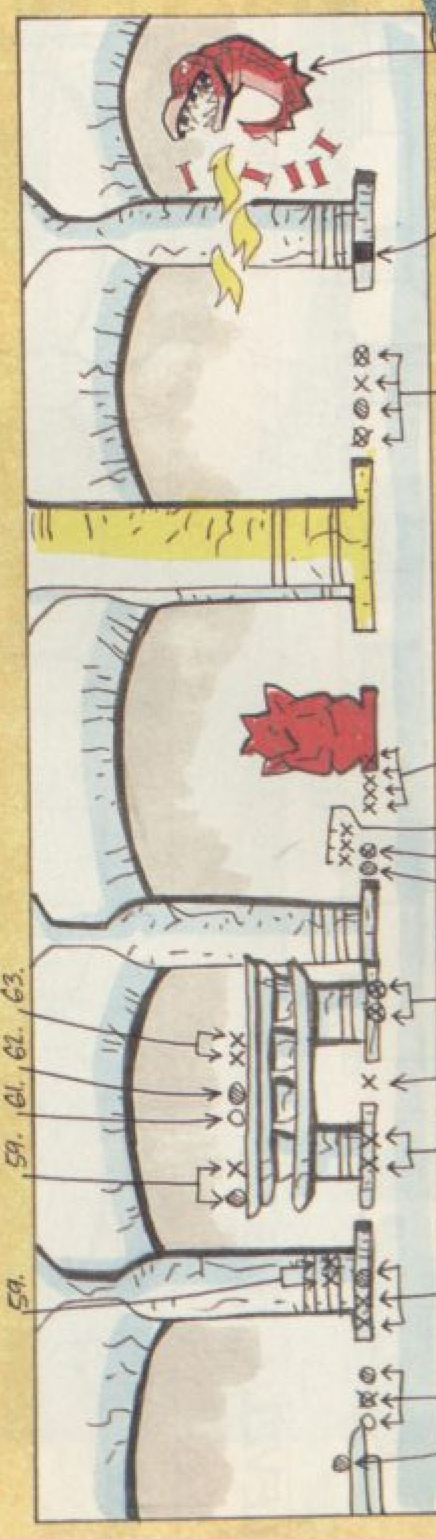
NEXT TIME!

The next issue of Solutions will be appearing in the August issue of SU. We'll have another full set of solutions for the top Speccy games. Keep those tips coming!

The blame this month sits evenly on the shoulders of Rip Surf Sumpter, Mr Browne and Steve Harmon. See you soon.

DAN DARE III







Pushing up and fire will place a force field around your body.

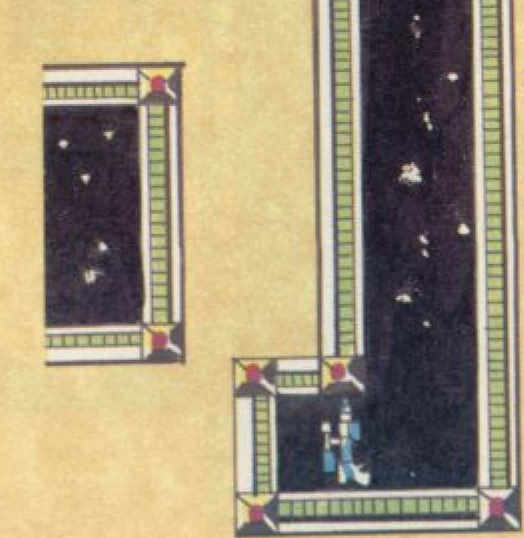
Collect three spirit balls to turn into a Weretiger.

Press up and fire to turn into a very savoury massive flame.

Forward and fire will have you spit ing balls of flame.







Buy extra lives when you need them.

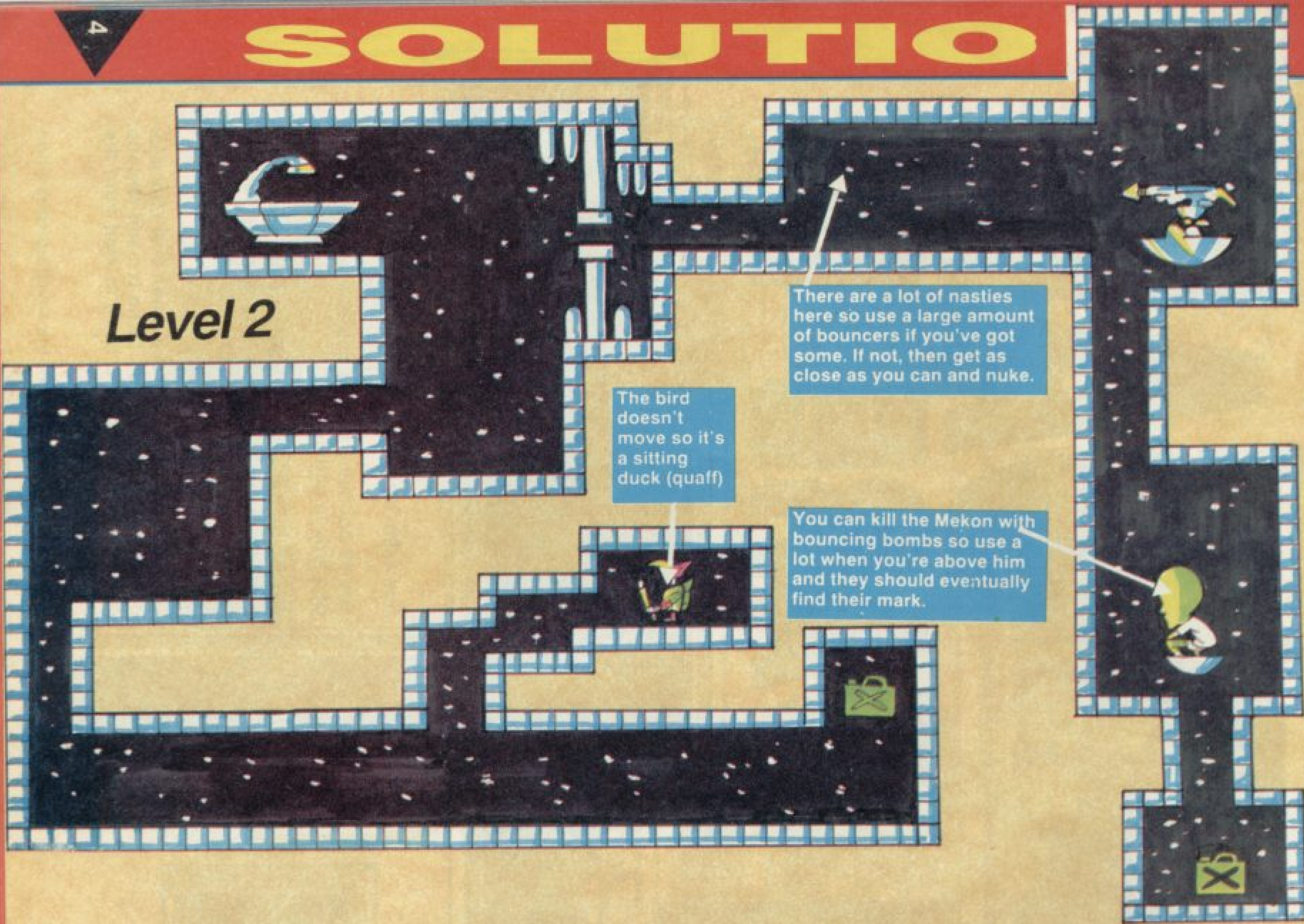
Buy 99 bouncing bombs and use them at least 3 at a time in corridors.

Buy nukes, but use them very carefully remembe-ring that only the Mekon laughs in the face of being nuked ('cos he's imprevious to them that's why!)

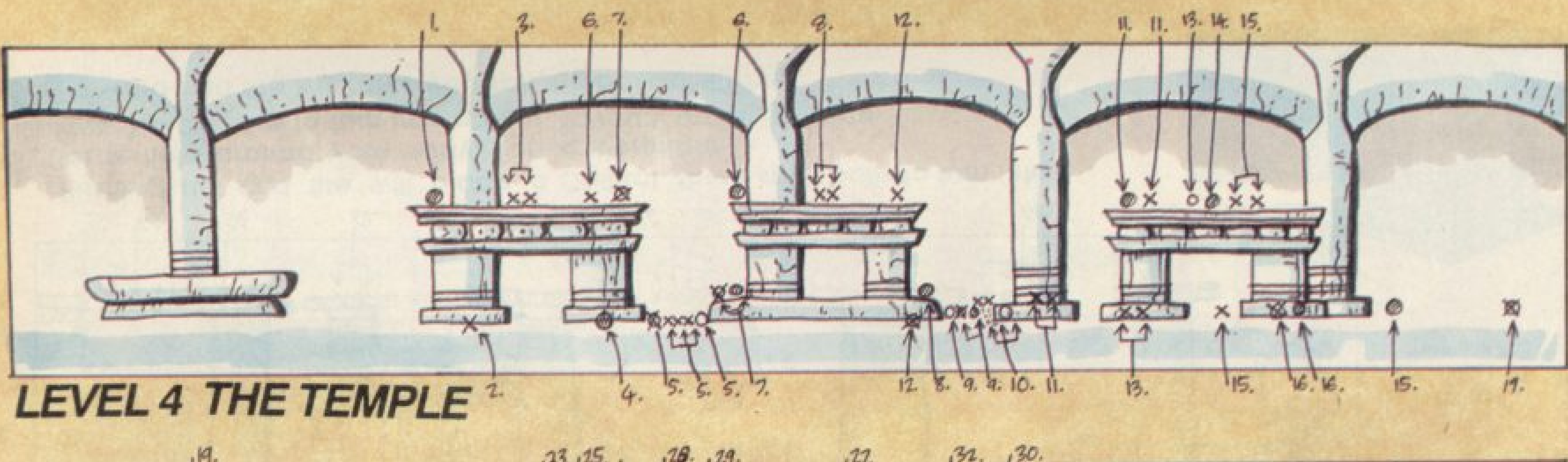
Try to use the transporter only when Dan's got a lot of energy otherwise you'll stand a good chance of dying on the trip and have to start from the begining again.

Also it's best to try to follow the small squares when

Level 2



LEVEL 4 THE TEMPLE



X = Stronger than Level 1 zombies
O = White Wolves
O (filled in) = Blue Wolves
⊗ = Muscle Men
S = Start
F = Finish
= Little Red Devils
= Wizard Check Point
(70) = A floating, fireball dragon



CONNECT!

Reviews! Compos! Letters! Coupons! All contained in one easy-to-look-after section. So pull it out and get ready to connect!

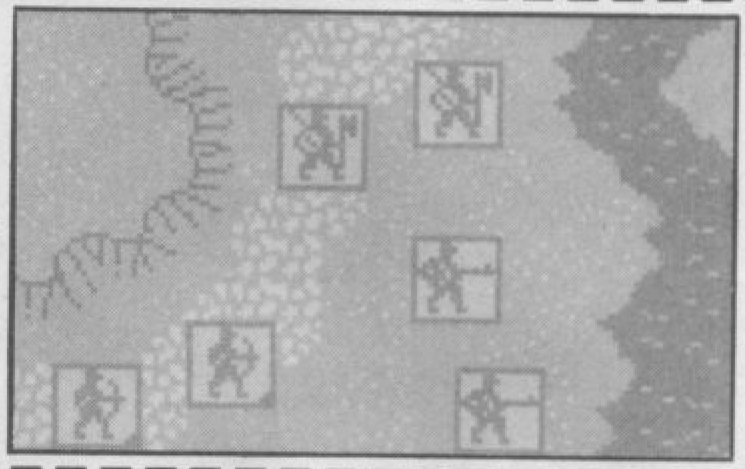


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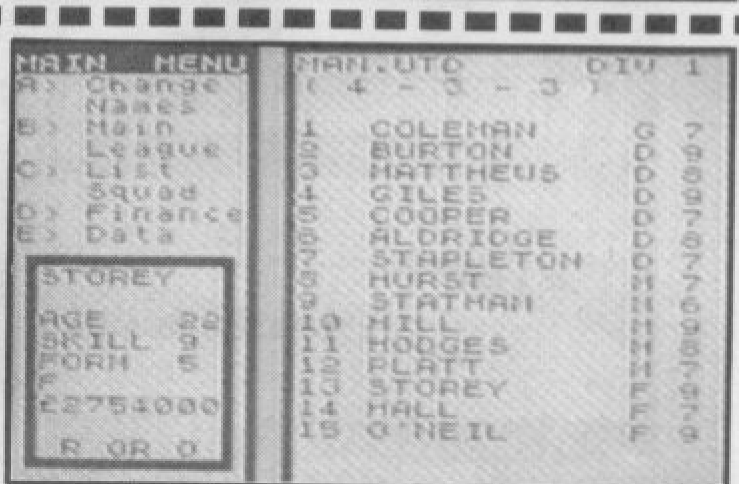


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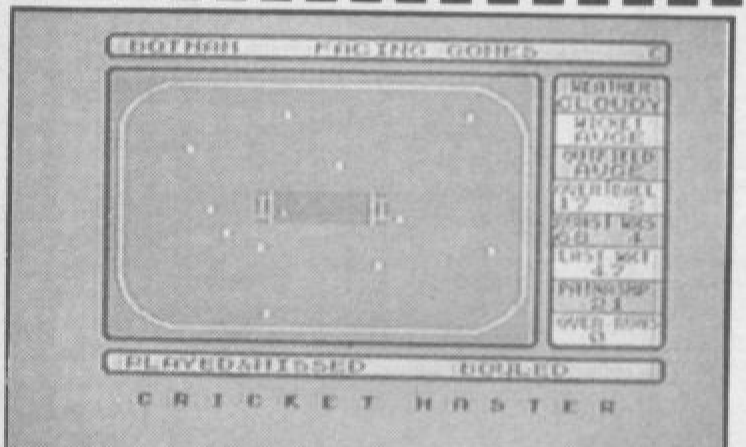


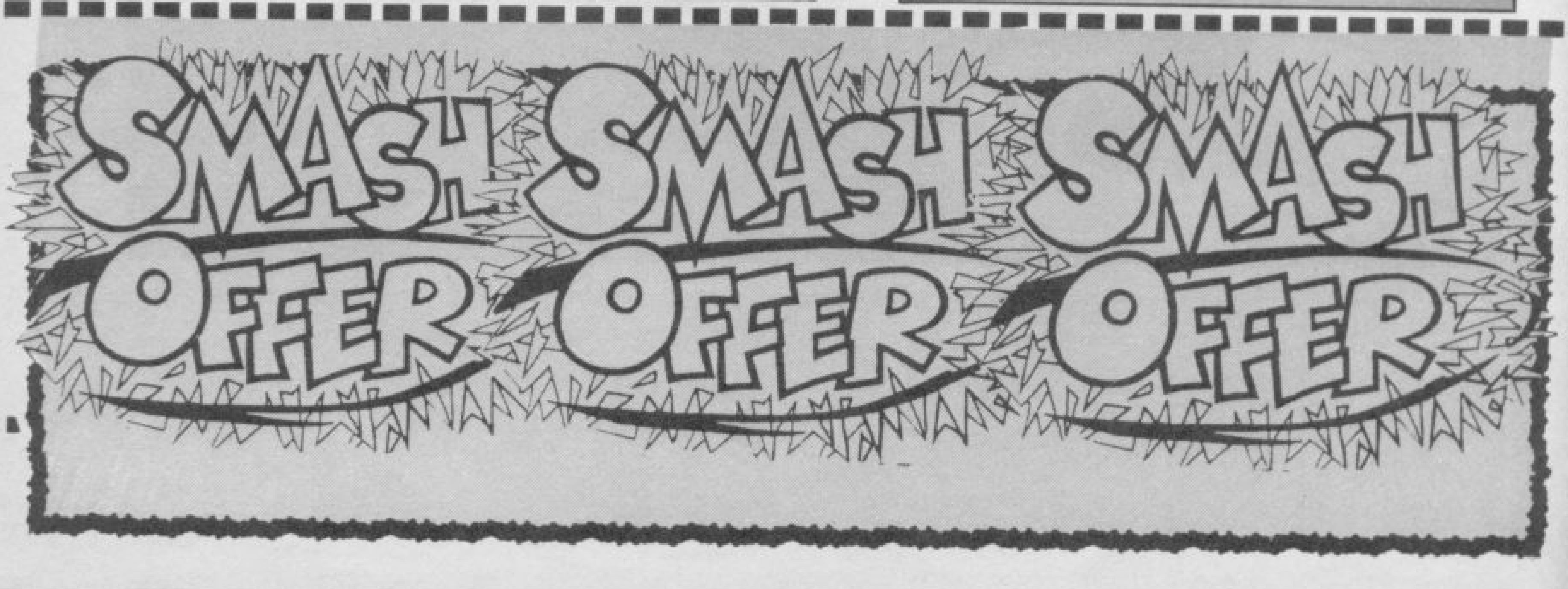
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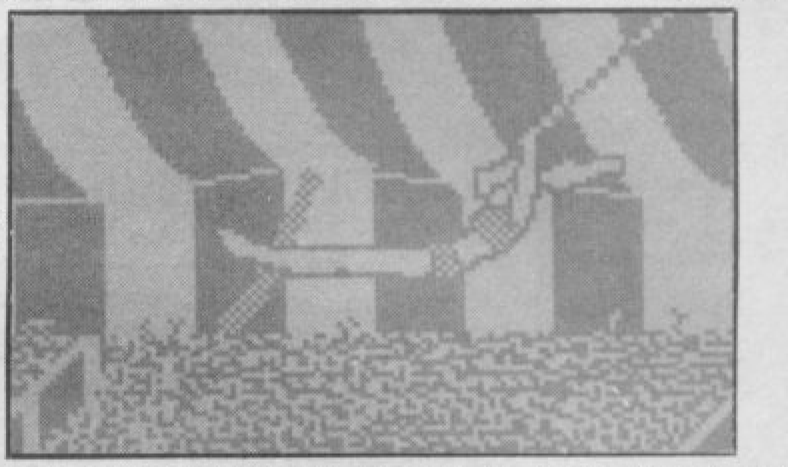




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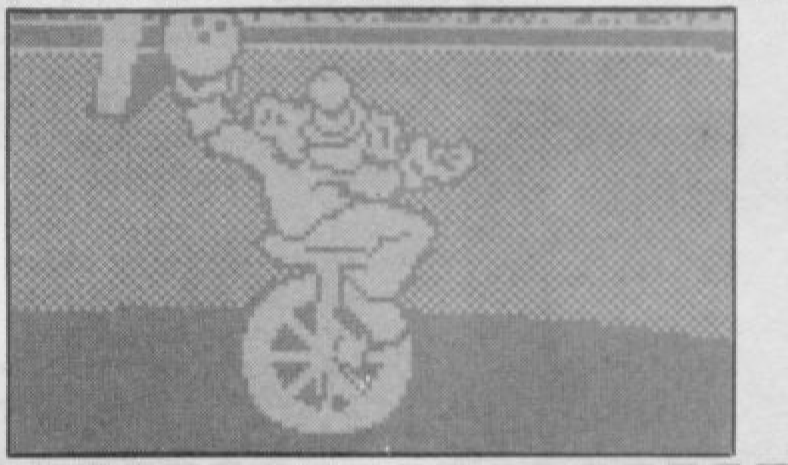
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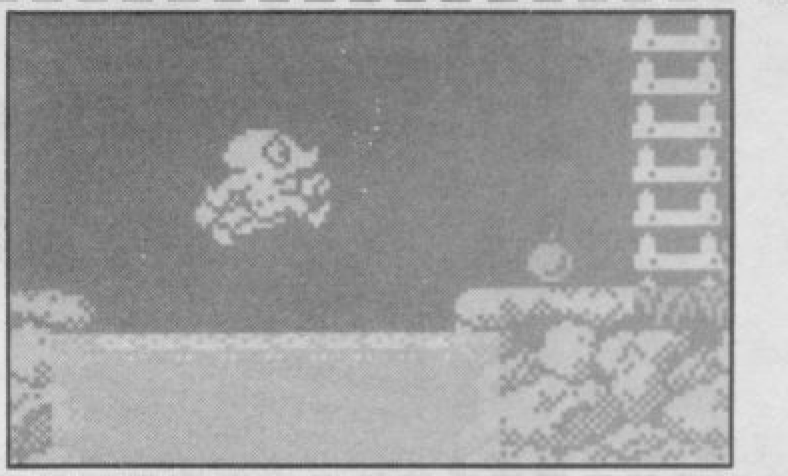
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Price to SU readers £7.99 (cassette only). Make cheque/postal order (plus your name and address) payable to Gremlin Software. Mark your envelope IMPOSSAMOLE SMASH OFFER, Gremlin, 10 Carver St, Sheffield S1 4FS. Offer closes 30 June 1990.

£2.00 OFF £2.00 OFF



SMASH OFFER SMASH OFFER SMASH OFFER

TELL IT TO JIM

SHOW-OFFS CORNER

Dear Jim, Me and my mate John claim to be the first to complete Fantasy World Dizzy. When we completed it Dizzy and Daisy in the middle of the screen with loads of hearts spinning around you. We completed Dizzy on the same day we bought it and think it was much easier than the other Dizzy games which we have also completed.

Steven Gardiner and John Craven Southport, Merseyside

P.S. I think that Wayne Smedley (my hero) is Kami Bear without the cuddly outfit.

P.P.S. Chase HQ was much overrated

P.P.P.S. I completed Ghouls and Ghosts the other day.



ANSWER THIS, JIMBO!

Dear Jim, Could you please stop showing ST and Amstrad screen shots of games. From the name of the mag you'd expect it to be for Sinclair owners, and the screen shots shown would be Spectrum ones.

However, I do enjoy reading SU and please, please can you put more Ocean games on the Megatapes.

Daz Belfast, N Ireland

- *Jim says: Right then, Daz, let's sort this out. Advertisements which appear in SU sometimes also appear in multi-format magazines like say, Computer and Video Games so Amiga and ST screen shots have to be shown as well as Spectrums shots.*

- *We admit to using blown up icons from the 16-bit version of Dynamite Dux a while back. Had we tried to enlarge the same icons from the Spectrum version they would have broken up and looked pretty dodgy.*

Lastly, as far as seeing more Ocean games on Megatape, you're in luck. Look out for lots of Ocean goodies coming very soon.

WOT NO MEGATAPE?

Dear Jim, Boo hoo. What am I seeing in my May ish? I'm referring to, of course, the bit that says "no Megatape". I hope this means that we'll be missing the tape only for a few months. If not, I hope it means more mag for our money. Apart from this, no grumbles.

SU is a brillo mag and kicks the ass off Cr**h and Y*. Oh yeah, and while I'm writing I had a cheat for Operation Wolf printed in The Hacking Squad and you forgot to put my ruddy name on it. I hope this means I still get my goodies. Apart from that the mag is cool and keep up the good work. Please print my address as I want some pen-pals.

Philip Cooper, 117 Ocean Road, Walney Island, Barrow-In-Furness, Cumbria LA14 3HN.

P.S. Thanks for Foxx Fights Back and Captain Pytron. They're better than owt Crash or Your Sinclair would give away.

I'M NO GIRLIE

Dear Jim, Many thanks for printing my "Write Stuff" entry in the March issue (I'm the one who agreed with your Batman The Movie review).

Many thanks for calling me Sarah when my name is SIMON (thanks for the sex change too). When I am spotted in the street now everybody nips off t the bog and the distinct sound of sniggering can be heard. Many thanks for not sending me my "exclusive SU badge". Please rectify the situation in due course.

Simon (that's SIMON) Brew Northfield, Birmingham

P.S. When are you doing another subscription offer?

- *Jim says: Oops sorry Sarah, I mean Simon, what can we say? I guess your signature must have been a bit squiggly and we mistook it for a girlie name. I hope it hasn't caused you too much embarrassment. Regarding your SU Crew badge, apologies for mucking that up too. You'll have received it by the time you read this.*
  As far as subscription offers go, look out for another one in the future.





AAAAAAAAAAAARGH HELP

Dear Jim, Please, Please, please help me. I have two kids whose Sinclair +2 48k computer has broken down. They have begged, pleaded, whined, moaned and groaned for me to get it repaired.

They are suffering withdrawal symptoms, I am losing my hair and wits. To save my sanity/hair do you know of anywhere in my local area that I could send it to for repair?

I would be most grateful for your help.

Susan Slee Stourport, Worcs

● *Ooer, you are in a pickle. There is, indeed, a lovely place to take your busted Speccy to be repaired. Unfortunately, it's in Cheshire. The company's called Video Vault and their address is Railway Street, Hadfield, Cheshire SK14 8AA. Give them a buzz on (0457) 466555 and they should be able to help you out.*

TIME FOR A SING SONG

Dear Jim, You are mega brilliant (and so is the mag). You are cool and super, you are a mighty overlord (overcoat, more like - Al) and... enough of the praise, let's get to the stuff (yes let's - Jim). Here is a song for SU.

Sinclair User is the best It's so brill it's above the rest SU is the best Speccy mag goin' YS should be sowin'

Sinclair User is so bright C***h is dark while SU's bright YS goes down the drain C***h is such a massive pain

Sinclair User is the best Like I said it's above the rest

Simon Prentice

● *Um, yeh thanks Simon, great song, love it to bits. By the way, what does 'sowin' mean? Oh, and I love the way you made 'bright' ryhme with err 'bright'.*

BORN-AGAIN S-USER

Dear Jim, Way back in 1988 I bought my Spectrum 48k. Soon after I spotted SU in my newsagents and decided to give it a try.

Up until about 8 months ago I lied your magazine a lot. From then on to issue 97 I think it got awful. I decided I would give it up at issue 100.

Then in May came the NEW LOOK SU. Issue 98 saved the day.

Christopher Twamley Castle Bromwich, Birmingham

● *Welcome back Christopher, once again a happy smiling SU reader.*

I WANT TO SUBSCRIBE

Dear Jim, I wish to obtain my Sinclair User by subscription and would be obliged if you could send me the appropriate details.

C Davidson Blanefield, Nr Glasgow

● *Sorry, we can't send you anything because we're going to tell you right here how to subscribe. The cost of one year's issues is £18.99 which includes postage and packaging. You can pay by cheque or postal order and it must be made payable to Sinclair User. The address to send your cheque/postal order to is SU Subs, PO Box 500, Leicester LE99 OAA. From then on your issues will arrive by post every month and save you from having to trudge down to the newsagents every month.*

MORE SHOW-OFFS CORNER

Dear Jim, I'm just writing to tell you than within two days of having Turbo Outrun, I have completed it. At the end, there's a big banner across the road with "GOAL" written on it. After that there's the boy and girl hugging eachother in front of the car (ooer).

There's congratulations written on the screen with a yellow border and paper and blank ink. I've done all this without maps, cheats or pokes. I chose the customise options in this order. First, the powerful engine, then the special turbo and last the grippy tyres. You can tell US Gold from me, it was too easy.

BJ Evans P.S. Even my miniature Dachshund can do it

● *Jim says: Excuse me, BJ but we not really sure if you should be allowed into Show-Offs Corner. Seeing as you think Turbo Outrun is such a peasy game, is it really much of an achievement. Away with you you cheeky little scamp.*

SELL IT THROUGH JIM

SWAPSIES +2 (128k) for Atari XE

Is there anyone out there who would give me their Speccy with 30 games (with Light Gun if possible). In return I will give them an Atari XE powerbase with tape recorder and there is a cartridge slot at the back and connecting lead with two joysticks and 40 games including Jet Set Willy and Boulder Dash IIII.

If anyone in Bedfordshire has a Spectrum and wants to swap it for an Atari XE, write to:

Gavin Jacob, 11 Ford Lane, Roxton, Beds MK44 4D Tel: (0234) 870855.

P.S. I will not swap if there is no joystick with the Spectrum.

FOR SALE : +3 AND GOODIES

I would like to sell one Spectrum +3 with built in disc drive, a multiface 3, £200 worth of games including Ghouls and Ghosts, Microprose Soccer, Robocop, Shinobi, Forgotten Worlds, Firefly etc. I also have 100 magazines, a word processor 'Tasword +3', P.A.W. the best adventure creator, leads to connect a +3 to tape recorder, a printer lead to connect any printer to a +3, books and manuals. All this is in very, very good condition and everything comes boxed.

The price for the above is £150 but I am willing to negotiate. You can contact me on (0582) 596917 after 5pm (not between 27 May and 2 June) or write to David Foskett, 155 Turnpike Drive, Luton, Beds LU3 3RB.

FOR SALE : 16K SPECTRUM

I've got a 16K rubber keyed Speccy plus interface and two software titles for sale. I've heard it's a collectors item, is it true? (I doubt it - Jim).

If anyone's interested, contact me on (0752) 706329 or write to Andrew Plank, 291 Bodmin Road, Whitleigh, Plymouth, Devon PL5 4AT.

FOR SALE : SPECCY AND/OR GAMES

For only £35 o.n.o. (not to be confused with Oh No) you can own a Speccy 48K+ in perfect condition.

This package includes a Ram Turbo Interface, Konix Speeding Joystick and 's worth of games and compilations. I am prepared to seperate them and sell at mega competitive prices (i.e. 9.99ers for £1).

Ring me on (061) 486 1907 (ask for Duncan) or write to: Duncan Reed, 14 Dawlish Ave, Cheadle.

SHIFT IT!

If you want to shift anything Speccy, this is the place to do it. All you have to do is fill in the form here and include a cheque/postal order for £5.00 made payable to Sinclair User.

Name: ____________________

Address: ____________________

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Phone: (If to be published) ____________________

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We reserve the right to refuse any adverts.





OPERATION THUNDERBOLT

Op Thunderbolt is the game of the year. I read the 92% rating in January's SU, but I hadn't bought it until a week ago.... Brilliant! The graphics on some Spectrum games are not that good but Op Thunderbolt's are just about as good as you can get on the Speccy. The sound was mega trendy.

There are two main differences between Op Wolf and Op Thunder - Thunder is harder. I managed to complete Op Wolf with a day of getting it. Thunder also has a better perspective, the 3d look is fab. If you like Op Wolf, you'll love Op Thunder, it's a classic shoot-'em-up.

My only critisism is, the sight is naff. If I wrote this game I would have to change the sight. You should start off with the small circle and work up to something like Op Wolf's sight.

Ben Simpson Busby, Glasgow

CHASE HQ

Car games on the Spectrum haven't always been brilliant but now Chase HQ has changed things. It has all the right ingredients for a brilliant game (brill graphics, cool sound and a fair bit of violence).

The speech at the beginning of the game on the 128k is crystal clear, just like the arcade. There are no longer snail pace bridge sequences (Outrun) but fast smooth action-packed play.

Chase has the speed of Crazy Cars, the beauty of Outrun, the violence of Roadblasters and the presentaion of Wec le Mans. I've played Chase on the CPC and it was pretty poor in comparison.

My only quibble is that it was a bit repetitive but still amazing. I'd rate it:

Graphics	92
Sound	90 (75 for 48k)
Playability	87
Lastability	85
Overall	91

Paul McKeown St James, Northampton

CHASE HQ

The baddy is off, you are off and so is the sound in this iffy Spectrum conversion. After the excellent coin-op I bought Chase, to find that it is an average conversion and that the sound gives the quick moving graphics a slow and wooly feeling. The gear change sounds like you've run over a cat.

The main strength of Chase is the graphics, both the car and track are superbly animated. But what are you supposed to be driving past (looks like 50ft honeycomb)?

The set up of a vanishing point and rear view of the car is very effective and gives the game a nice feel. A poke helped me complete the unreasonably hard final level and get the nasty spy. The stages are all fairly easy up to the last one. I'd rate it:

Graphics	80%
Sound	30%
Playability	74%
Lastability	45%
Overall	74%

Colin Borland Paisley, Scotland

SUPER HANG ON

Super Hang On has got to be the best motorbike simulation ever. The bit I like was when you burned around the bends, keeping away from the fatal 'bird-bird' signs.

The graphics are the best I have ever seen on a racing game. The game is divided into four nations. You start off in the easiest one, Africa. The first two stages are fairly simple but it hots p a bit on the third one.

A good feature is when your speed reaches 280mph you can turbo up to 324mph, similar to Chase HQ.

Here are my ratings for the 48k version:

Graphics	87%
Sound	84%
Playability	96%
Lastability	97%
Overall	94%

Paul Williamson Farnborough, Hants

THE Write Stuff.

So, you think that Jim can't tell the difference between rad and raddish. Is Garth really as mad as everyono thinks or does he actually know what he's doing? Is Chris 'Mr Hateful' Jenkin's really fair with his marks? Tell the world what YOU think of the reviews and the reviewers. If your letter's published you'll get a designer SU badge and the best letter of the month will be awarded £20 of software chosen by Jimbo himself. Send you letters to: The Write Stuff, Sinclair User, Proiry Court, 30-32 Farringdon Lane, London EC1R 3AU.

MYTH

Now then, I notice that some of the people who write in are the sort that can't get past the first screen/stage of a game. They obviously don't play the game to it's fullest and so they slag it off.

So I thought I'd better complete Myth before I wrote to you. I just did it and it's ruddy sound. The whole thing works completly smoothly; graphics, gameplay etc just blend.

Level one is the hardest of the five but has good puzzles. I especially like the way the demons eyes light up when you toss a skull in. I'll skip one and two because they're easy, but have you seen the colour in stage 3? Atari (spit) users should cower at is colour and graphics.

Then there's Level 4, what a mind bender eh? Level 5 a fairly mild shoot-'em-up which I enjoyed and when I saw the final message I went all warm inside. The final message is... Oh no, work it out for yourselves, puzzlers.

I don't know who reviewed this game but I'd give it a Classic in all departments.

Joe Lafferty, Maghull, Liverpool

RED HEAT

Dear Garth, If you didn't like the film with all that swearing you've got to be crazy. But if you don't like the game, sheesh! If you can't do the first level, tough luck. I'll let you into a very good hint. Just keep walking left and right Sorry about the second level, I'm still working on it.

The graphics are brill, it looks just like Arnold Schwarzenegger. It's one of the best film spin-offs you'll ever see. It is definitely an SU Classic. My marks are:

Graphics	93%
Sound	92%
Lastability	90%
Playability	90%
Overall	95%

Ian Berry Beech Hill, Wigan

NEW ZEALAND STORY

Oi you. Yeah you, Lipstick Neck. I have a bone to pick with you. You know that letter from Andy and Stuey Platt from Rugby about how mega hard and wicked The New Zealand Story is? Well, the truth is they haven't got the game. They keep borrowing it from ME!!

Stuey keep boasting and saying that he's had his letter printed in SU (mega-cool mag), and it really gets on my wick. For Gawd's sake, send Stuey a copy of New Zealand Story so he doesn't keep borrowing it off me.

B.J. Ward Rugby, Warks

FANTASY WORLD DIZZY

I bought FWD after reading your March edition, although the game had not been reviewed. I decided to rush out and snatch it up after considerably enjoying Dizzy I and II.

Like all Codemasters game the graphics and sound are ace. In Dizzy's third adventure his beloved Daisy must be rescued from the evil king's palace.

The usual features are in the game i.e. "get this then you'll be able to get that". I haven't yet been able to complete the game but should soon. I would recommend this game to anyone, keep up the good work, Codemasters.

I'd rate it:

Graphics	90%
Sound	87%
Playability	95%
Lastability	90%

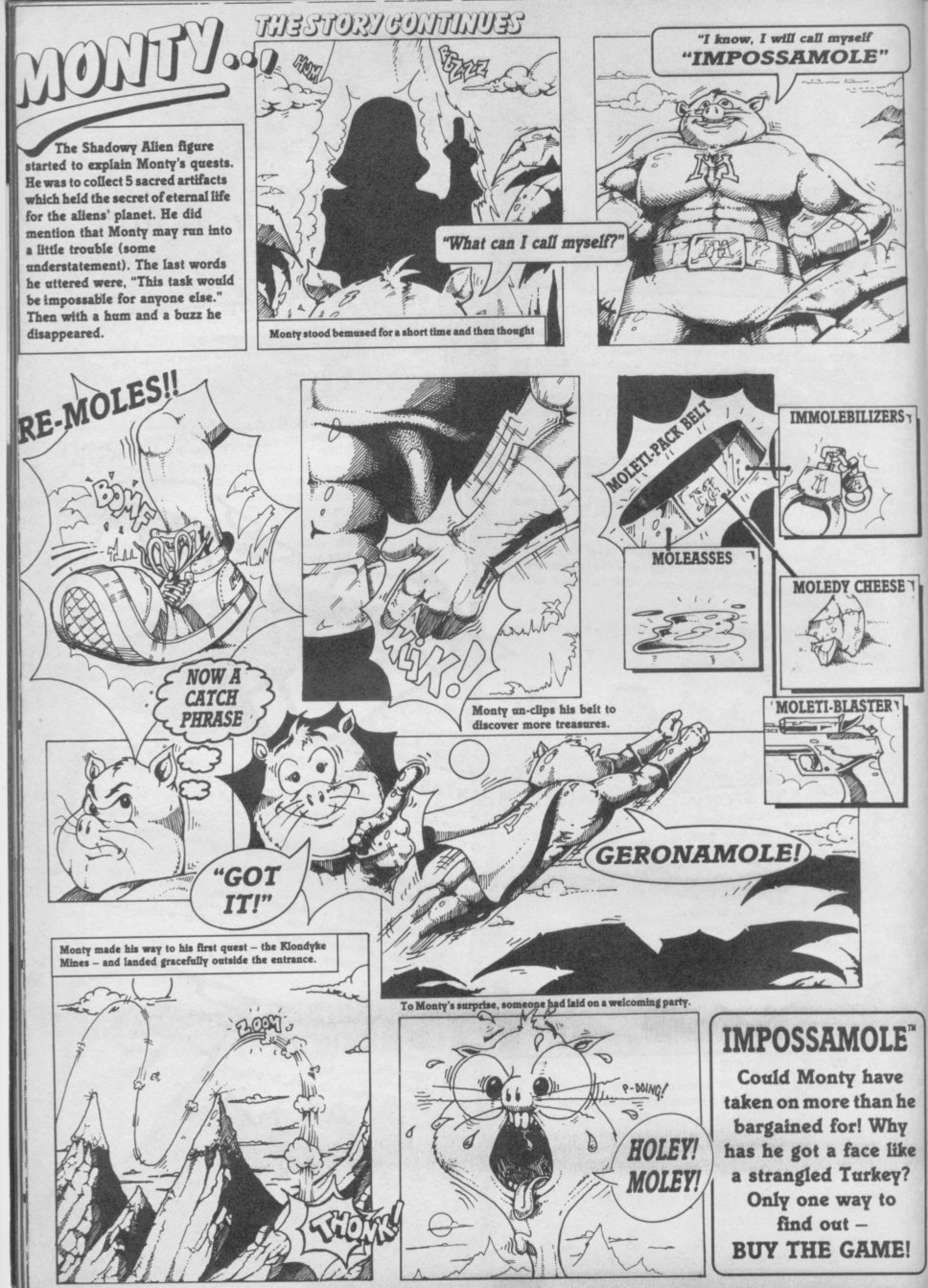
Gary Morrison Falkirk, Scotland

ROLLING THUNDER

A well hard game for £2.99. Good playability, graphics are good, considering it's not a crappy multi-load game.

Brilliant story line. Only one complaint, it's too hard when you get to the larva pit. In fact, it's flipping impossible when those two fellows come floating across everytime you move on a couple of platforms

It deserves about 75% and would be worth at least 85% if Level 5 was easier.


MONTY...!
THE STORY CONTINUES
The Shadowy Alien figure started to explain Monty's quests. He was to collect 5 sacred artifacts which held the secret of eternal life for the aliens' planet. He did mention that Monty may run into a little trouble (some understatement). The last words he uttered were, "This task would be impossable for anyone else." Then with a hum and a buzz he disappeared.
HUM
BZZZ
"What can I call myself?"
Monty stood bemused for a short time and then thought
"I know, I will call myself "IMPOSSAMOLE"
RE-MOLES!!
BOMF
NOW A CATCH PHRASE
KLIK!
Monty un-clips his belt to discover more treasures.
MOLETI-PACK BELT
IMMOLEBILIZERS
MOLEASSES
MOLEDY CHEESE
MOLETI-BLASTER
"GOT IT!"
GERONAMOLE!
Monty made his way to his first quest – the Klondyke Mines – and landed gracefully outside the entrance.
To Monty's surprise, someone had laid on a welcoming party.
ZOOM
THONK!
P-DOING!
HOLEY! MOLEY!
IMPOSSAMOLE™
Could Monty have taken on more than he bargained for! Why has he got a face like a strangled Turkey? Only one way to find out –
BUY THE GAME!

Greetings, mortals. Gazing through the windows of the turret containing quill and parchment, with which I write these columns, I see that in the last half an hour or so the land has been blighted with snow and then brightened with sunshine. In between we have had a spot of rain. The weather's never been the same since Bert Ford retired. Or, for those unable to remember the legendary Mr Ford, since Linda Wright wrote Cloud 99 and presented us with an enjoyable romp about trying to get the weather back to normal if only Jack Frost would let you. The game is still available from Zenobi Software at the rather low price of £1.99, and their address is 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. You'll have to specify whether you want the 48k or the 128k version of the game, as there are two to choose from. Both are the same price.

This is not the case with Essential Myth's Dr. Jekyll and Mr. Hyde, voted mail-order adventure of the year by a club whose name we will not mention, since it no longer exists but is trying to grab some more money off unsuspecting adventurers. Anyway, the game costs £2.99 for the 48k version, £3.49 for the 128k version, and a whopping £3.99 for the Plus 3 Disc version, making it the most expensive game in the Zenobi catalogue. Not many companies can boast that their most expensive game is less than four quid. Most of the major companies (an that's not meant to put down that loyal band of home grown adventurers who continue to produce high quality software) could only boast that their cheapest game is only a fraction over twenty quid. Do we need 'em? Not really, but they might need us when it eventually dawns on people that there are still more Spectrums and (dare I say it) Commodore 64s being sold than there are Ataris and Amigas. Is this why games cost four or five times as much on these 16 bit so-called marvels, because the potential audience is only a quarter or a fifth of what it was on the 8-bit troopers? Think about it, dear reader, and judge, as ever, with your wallets.

At first sight, something not entirely related to adventures would be the sale of blank cassettes. But, we all have to save our progress on to something, and short tapes are always better for the purpose, I feel. It means you don't have to blunder through 23 saved games on a C60 before realising that you've put the wrong tape in. Anyway, to finish the Zenobi show, I see that they are selling C15s at £9.50 for 20, or £19.00 for 50 if you fancy going absolutely mad. Both those prices include post and packing by the way, and they promise to dispatch your order within 24 hours of receiving it.

Moving up the price band and getting to £4.50 ... but wait. There is something that I have to tell you. Drarreg Ekim, famed adventure columnist who regularly writes backwards and who also produced the very good book Adventures On The Spectrum, which was favourably reviewed in this very column not too long ago, writes to tell me something rather interesting. He has sold X copies of the book (a secret that will remain with me, but fans of Ekim might be pleased to know that he is in profit on the venture, so well done for that), and of those X copies it is only some readers of Sinclair User who have paid in cash by sending used fivers. Everyone else pays by cheque or postal order, but readers of this column send notes through the post. What are we to deduce from this? A) Not all readers of SU have bank accounts or live near post offices, and B) some readers are obviously not aware of the perils of sending money through the post. Don't do it. It is so easy to lose your money this way, especially if you take foolhardiness to the extreme and send pound coins, which can often bounce out of envelopes and lie in the gutter waiting for some passing stranger to pick them up. Then, you don't receive your order and curse the person you sent the money to, when in reality they never received your money in the first place. So when we talk about games costing £4.50, if you want to order them then send postal orders, not money. As that wise saying has it, you know it makes sense.

In this instance, cheques or postal orders for £4.50 should be made out to Fantasy Software. If you've never seen Fairly Difficult Mission or A Fistful Of Blood Capsules (enchanting title, dear people) then you could be missing out. All being well, there are a few piccies of Fairly Difficult Mission adorning this column, so you can see the sort of thing on offer.

Fairly Difficult Mission is a four part adventure dealing with, well, an adventure within an adventure is probably a reasonable enough description. You play the part of

WITTS END

ADVENTURE QUEST: (from where we left off) drink, fill bottle, in, get medallion, get key, out, n, n, n, n, n, w, n, look, e, e, e, n, e, u, u, u, u, w, w, w, u, u, u, u, u, u, u, drop medallion, unlock snowman, drop keys, get snowman, d, d, d, push rocks, d, d, in, s, u, u, u, in, throw ruby, n, get eye, get bag, s, out, d, d, d, e, get rope, w, n, out, u, u, u, u, drop rope, drop eye, d, d, d, d, w, d, d, e, e, e, d, d, d, d, w, w, w, s, open bag, s, drink, in, get trident, out, get lamp, fill bottle, n, n, e, e, drink, fill bottle (with oil), e, u, u, u, u, u, n, n, out, u, u, u, u, u, on lamp, in, throw bottle, throw trident, throw bag, out, get keys, get eye, get rope, in, throw keys, throw eye, throw rope, out, get medallion, in, throw medallion, off lamp, throw lamp ... and we'll stop for now as it gets complicated.

DRACULA: (from where we left off) In The Arrival there are random parts. Always save before entering the labyrinth. Anyway, from start in coach. Look around, exam woman, smile, look eyes, wake, exam cross, wear cross, wait, wait, wait, wait, yes, board coach, look around, lift seat, exam door, remove cross, insert cross, turn cross, open door, exam hold, s, w, look around, u, look around, exam door, exam frame, exam bat, exam mouth, feel mouth, look around, exam table, get tray, n, get cloth, polish tray, (after a few things have happened beyond your control) w, s (explore and map the labyrinth), n, w, n, look around, exam window, exam wardrobe, open door, n, lift rail , (after a sleep) n, move, wardrobe, move wardrobe, s, wait, exam table, get bottle, smash bottle, w, s, e, exam window, cut cord, w, w, wait ... and it gets random now, so next time.

CROWN OF RAMHOTEP: (from where we left off) From the road between the sand dunes, drive south through the desert to the oasis. You will be attacked by Nomads who will steal your car. Refresh yourself with a drink from the pool. When you reach the hollow in the sand dunes, a sandstorm blows up. Return immediately to the oasis and shelter in the tent until the storm is over. The skeleton in the hollow is all that remains of your friend (boo, hiss) so you are on your own now. Get the spade and give it a decent burial, you will find a compass as you do so. From the hollow, go S, E, E, S, W, S across the sands. Only if you are carrying the compass will this bring you to the location in the sands where, if you dig with the spade, you will uncover a slab with a ring on it. Pull the ring to reveal stone steps leading down... more next time.

BULBO AND THE LIZARD KING: (from where we left off) To pass the orcs just HIDE in the nearby bushes. To get the donkey over the wall just be kind and LIFT DONKEY OVER WALL or else be cruel and THROW DONKEY OVER WALL. To cross the ravines and chasms you will need to leave the donkey behind, so just DROP ROPE. Talk to the Hermit both before and after the arrival of his companion. The same applies to the Witch. With the Witch, examine the coins in your pouch to learn the name of the "golden bird." To pass the Guardian you will need some magic, and this can be found in the network of caves that the Hermit lives in. Examine them all until you find the one with the shelves full of goodies and then just WAIT until the Elf is with you. If you're having problems with the river then you can either get a friend to build a boat or else SWIM RIVER then SWIM EAST. With the lake you can either SWIM LAKE and then SWIM SOUTH or else WAIT (if you've done a good deed!) ... more next time.



Charlotte Webster (a woman! Makes a change), a computer games fanatic, who loads a program into her trusty Spectrum only to find that it changes her entire life and sends her on a ... you guessed it, a Fairly Difficult Mission.

Lovers of Mel Brooks' Blazing Saddles (a group of people that, I am forced to admit, would include me) might feel more at home with A Fistful Of Blood Capsules. Swap Dollars for Blood Capsules and you'll see what I mean, for we are in the days of the wild west when men were men and women weren't. Another four part game (thus making both of them £1.12 and one half penny a part, which isn't bad really), this time you adopt the male persona of the sheriff of Bodge City. Together with your trusty, or should that be rusty, sidekick, your mission in life is to bring the aptly named Murderous Gang to justice.

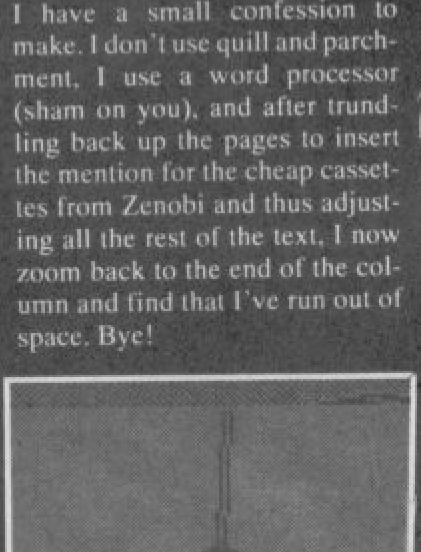
Both these nifty programs are available from the aforementioned Fantasy Software, and your cheques and postal orders should go to them at 43 Russell Road, Gravesend, Kent DA12 2RT. A nice part of the country that should be nowhere near such gory titles as A Fistful Of Blood Capsules, but there you have it.

Have I mentioned before that Magnetic Moon and Starship Quest are now available from FSF Adventures at £2.50 each or £4.50 the pair? If I haven't, then



I have now. Cheques and Postal Orders (this month's column was brought to you courtesy of cheques and postal orders) only please to FSF Adventures, 40 Harvey Gardens, Charlton, Lo' don SE7 8AJ. Both of these are excellent science fiction adventures, and if you haven't yet added them to your collection then now is the time to do so.

I have a small confession to make. I don't use quill and parchment, I use a word processor (sham on you), and after trundling back up the pages to insert the mention for the cheap cassettes from Zenobi and thus adjusting all the rest of the text, I now zoom back to the end of the column and find that I've run out of space. Bye!



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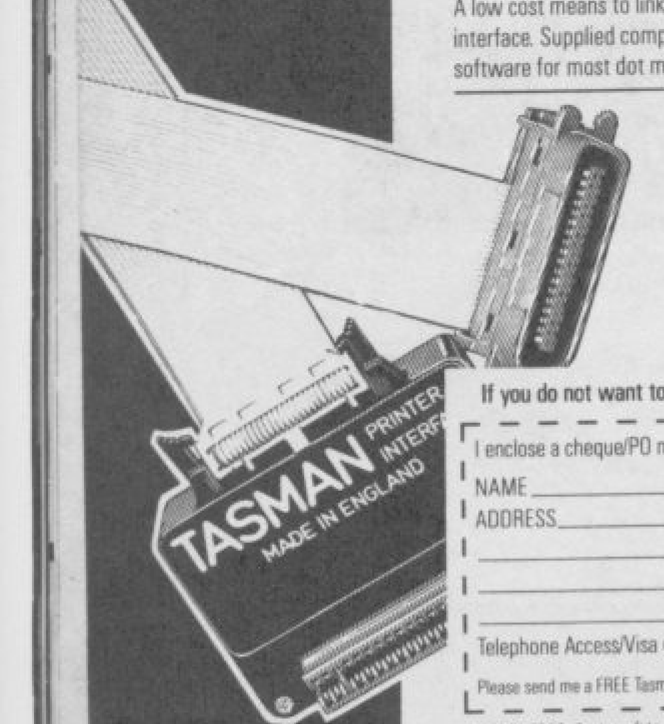


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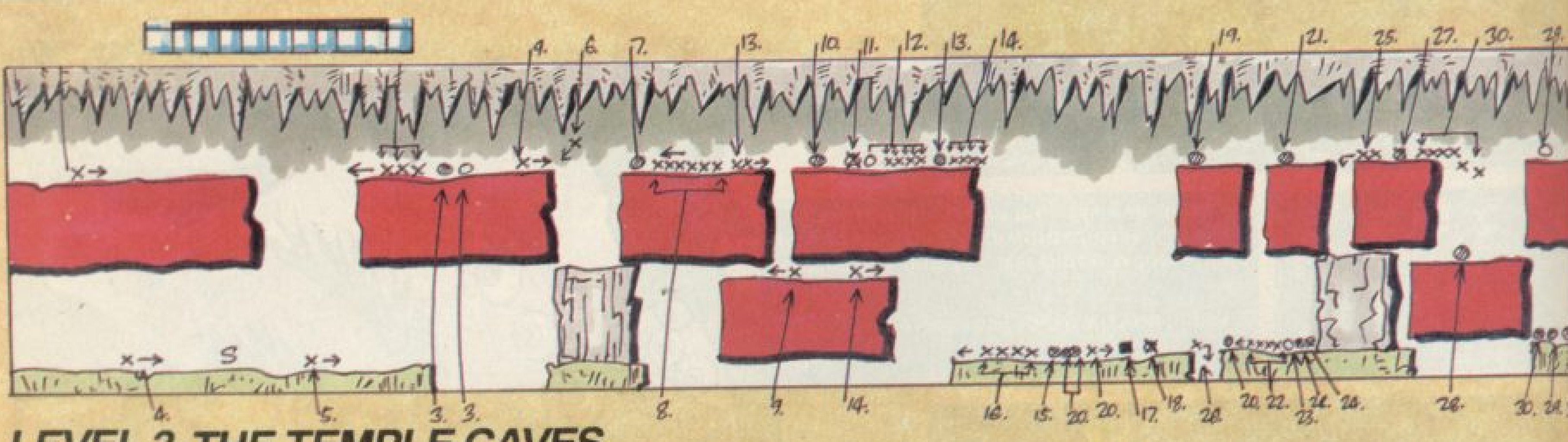
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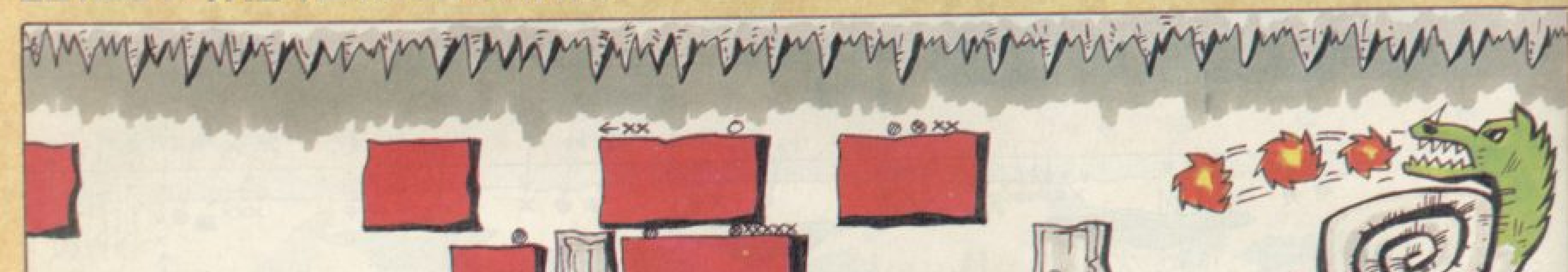
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LEVEL 3 THE TEMPLE CAVES



X = Giant Ants

XXX = Group of Ants

O = White Wolves - Kill for Spirt Balls

O (filled in) = Blue Wolves

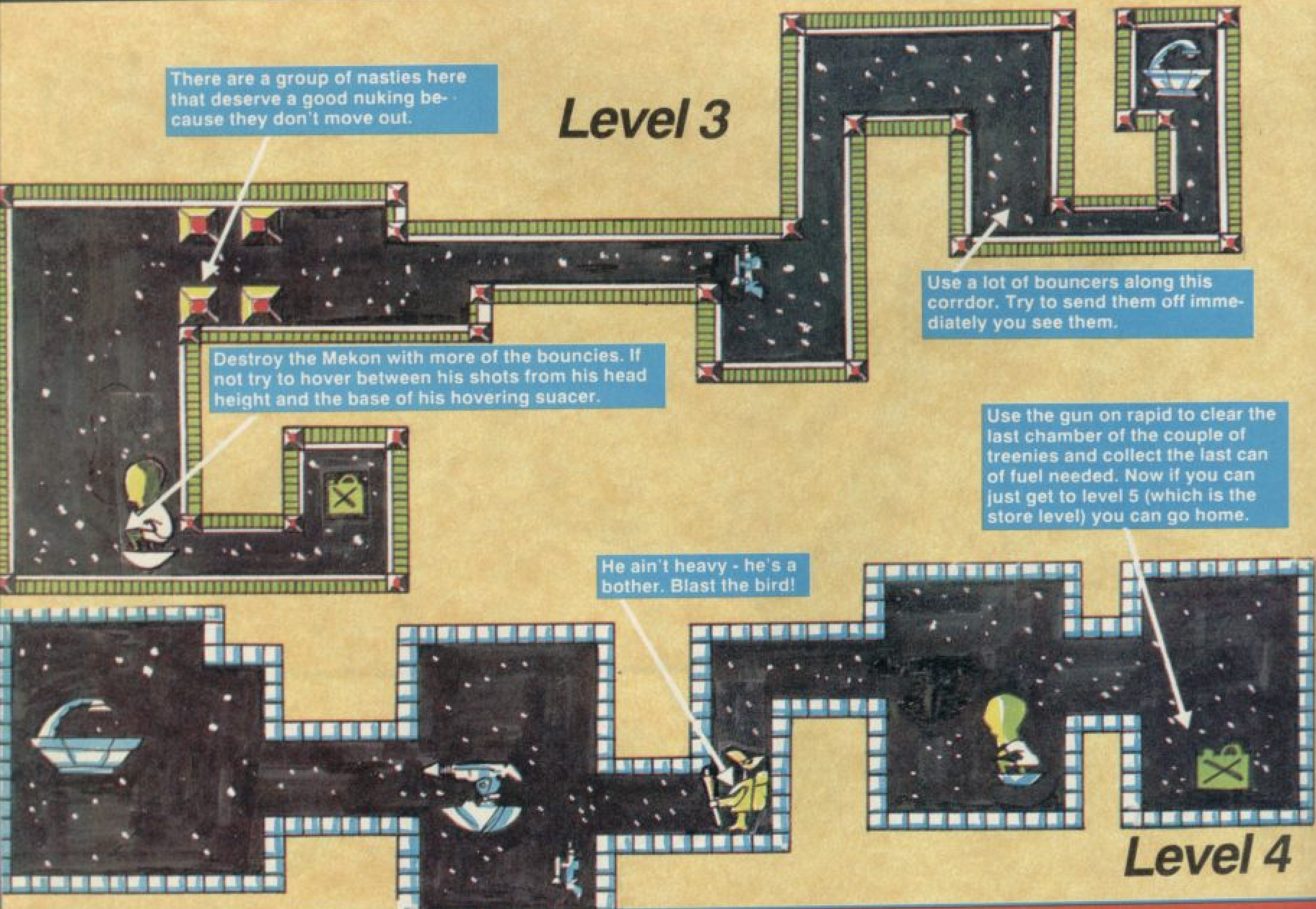
← → OR OR ← OR ↘ = Direction of Giant Ants

⊕ = Tail-like Creature

HINTS

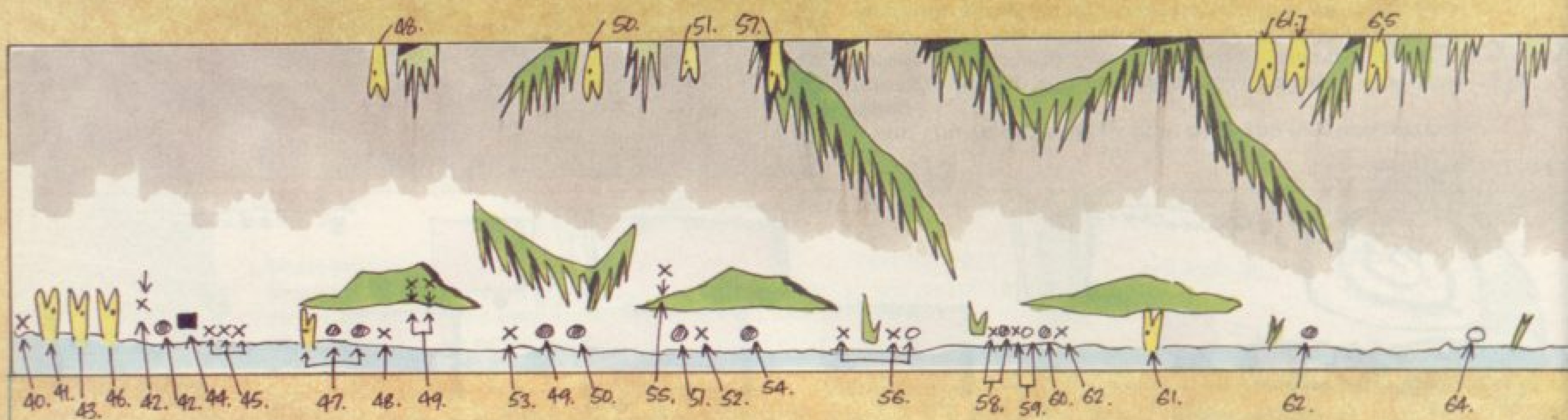
When you've collected 3 spirit balls you turn into a Wear-bear.

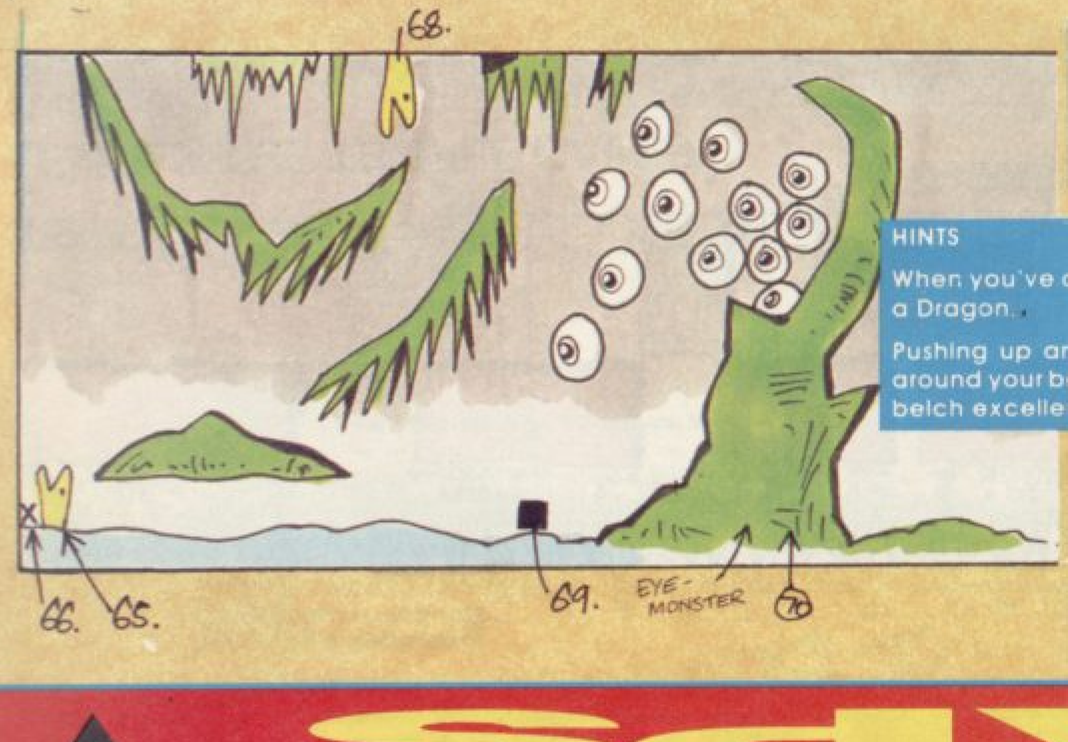
Press fire and up you curl into a ball and hurtle arund the screen killing things. Fire and down will kill anything on four or more legs and fire and left or right will unleash your truly excellent bad breath Fire alone will make you claw someone.













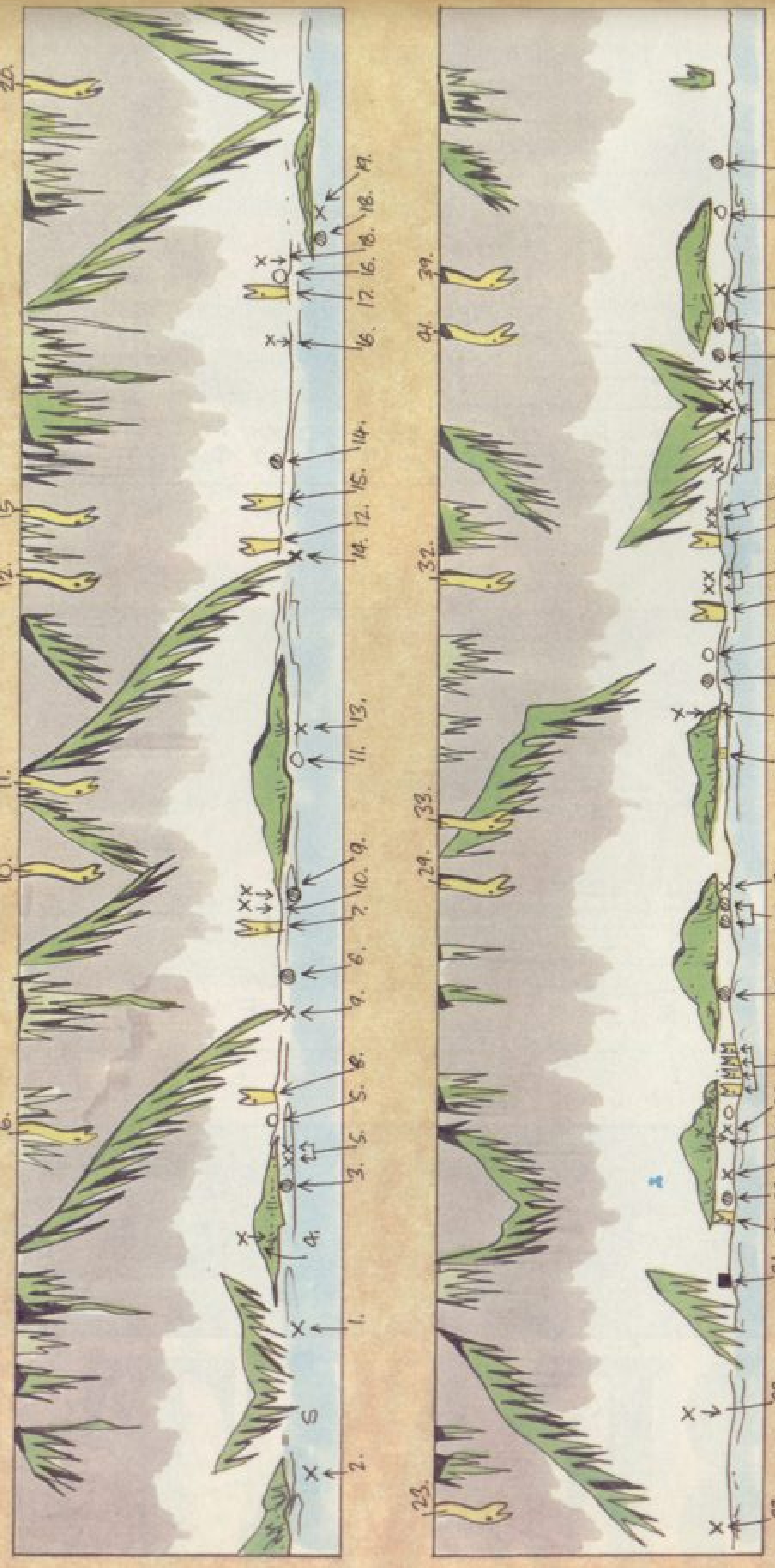
HINTS

When you've collect 3 spirt balls you turn into a Dragon.

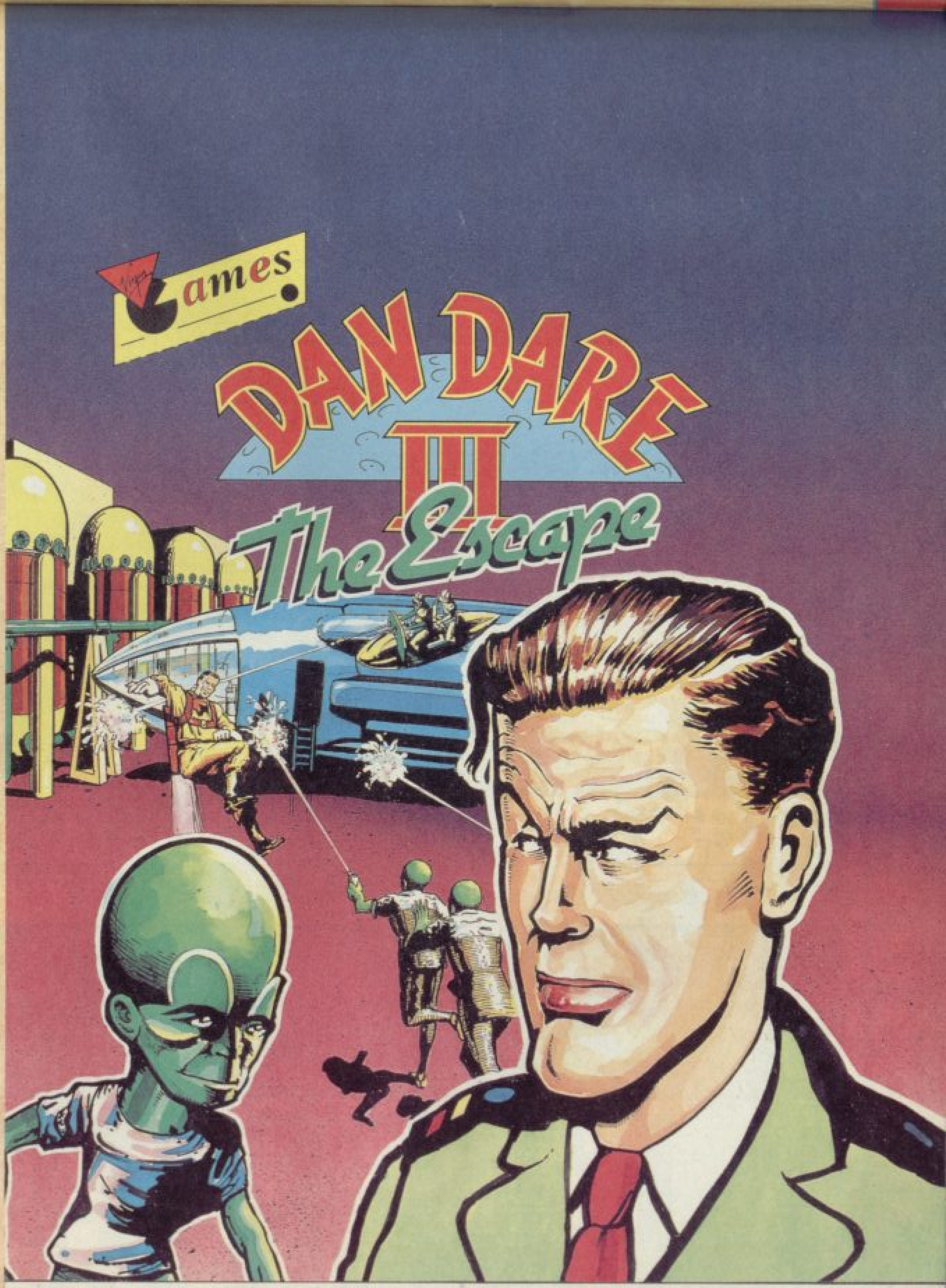
Pushing up and fire will place a force field around your body. Forward and fire is lets you belch excellent fire at the ugly eye dude.

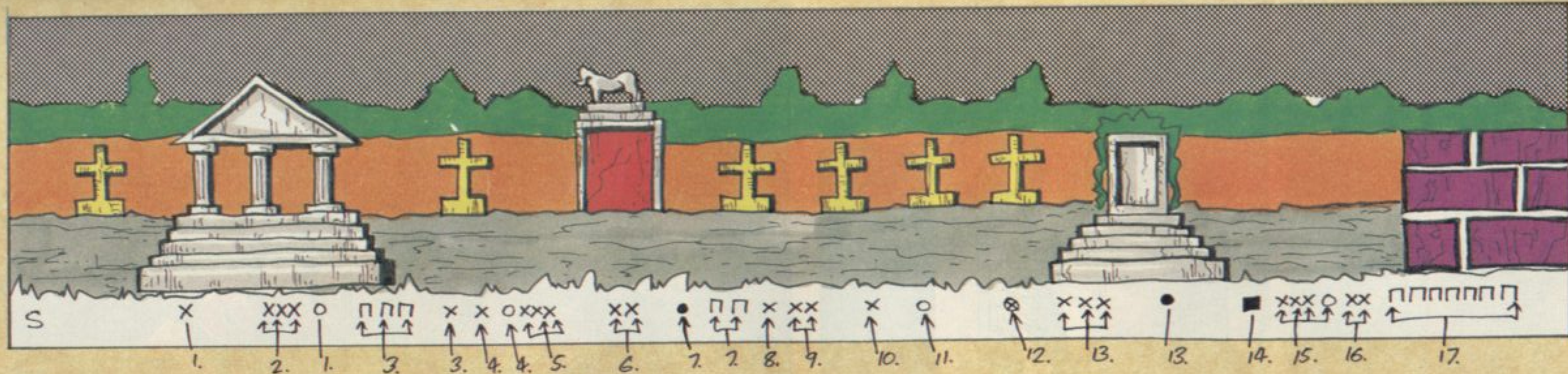






X = Suckers
O = White Wolves
● = Blue Wolves
(snake symbol) = Snakes
↓X = falling suckers
(70) Eye Monster
(arrow symbol) = Position of enemies and when they appear
■ = Wizard Checkpoint





LEVEL 1 - THE GRAVEYARD

HINTS

When you have collected 3 spirt balls from the white wolves you turn into a werewolf.

Pull back the joystick and press fire to zip across the screen as a fire arrow. Push forward and hit fire to breath fire.



X = Zombies
O = White Wolf - you collect spirt balls (power ups) from these.
● = Blue Wolf
⊓ = Rising grave stones

S = Start
F = Finish
⊗ = Musscle Men

■ = Wizard Checkpoint. When you have turned into a werewolf you will go straight to the end of level monster.

1. = Position of enemy and the order in which they appear

(35) = The Head throwing

ALTERED BEAST

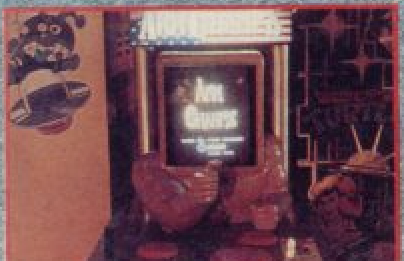


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Summer in the City - the going gets [cut off] so cool. Sinclair User gets on down..

COIN OPS

Imagine your perfect amusement arcade. First off there have to be millions of great machines - all new and all working. Second - no one arm bandits around to crowd the real action with those silly people that think they can get more money out of fruits than they cram in the slots. Thirdly - no ex-boxers walking around in white coats, ready to throw you out the minute you complain that you lost 10p in a machine. Lastly - there has to be a good atmosphere - not too much light (expect flaning ones) and some good music playing through a fab sound system.



How many meet those exacting criteria - ummmmm - well, none that I could think of, until now that is. Now that Funland has opened up in the very heart of London's West End, the Trocadero, Piccadilly Circus. Quite simply, Funland (or Luna Park as it likes to call itself) is - as they say - probably the best amusement arcade in the world. For a start, the location is bang in the middle of the London, in a big new shopping complex, right next to the tourist draw of the Guinness Book of Records. If you visit London, you're bound to be only a stone's throw away from here. The whole thing has been purpose modelled to create the perfect gaming environment for the punters, in both lighting levels - low key and very atmospheric - and sound. It's a bit like playing your favourite vids in the middle of your favourite disco. This



factor can produce variable results depending on what's playing, but the sound of Kylie can always be relied on to induce a burst of frenzy in even the most passive and has been know to inspire some Op Thunderbolt veterens to even greater hights of genocide. As well as all the latest big machines such as four player (count em !!!) sit-down Super Monaco Grand Prix - plus new pinballs plus a whole world allocation of novelty games and rides, from Bumper Cars to Basketball to Kiddy Trains, that should keep the more girlie members of your peer group happy. That's not counting the amazing sit-in simulator that takes you from the top of a roller coaster to a Formula One race track. The complete wonderousness of Funland, however, is that you don't have to be over 18 to get in! Every other Central London arcade has a mix of vids and fruit machines - and the gambling law of the land means if that is the case, we under 18's are banned. This used to be a problem if you were on a trip up to London and wanted to play vids. Well it isn't any more. The only problemette you might encounter is lack of the folding stuff. Because of its location and the selection of great machines, many games are 50p a go, or 1 for three goes. This means that the average allowance doesn't tend to go very far - but you don't half get a bang for your buck. But there's no charge for entry, so if you're visiting town and want to check out the newest and hottest coin-ops, Luna Park has to be the place to go.

Crude Busters - Data East

Data East are on a roll. Phrases like, "Can these people do no wrong" spring to mind, after perusing their track record of the past year or so. Dragon Ninja, Sly Spy, Midnight Resistance, Robocop. Impressed? Wel, if anything, Crude Busters is better than them all. So, it's a beat-em-up. But it's done with so much imagination and humour, it's more like playing an interactive cartoon. The graphics are very cartoon-





hot, but down in London Town, the arcade scene has suddenly become oh ...



like, in a very "street cred" style. One or two player, you are supposed to be two crazy guys, cleaning up the city of New York 20 years after someone set off a nucleat device in the middle of it. The occupants are now a bit, well, odd - and they don't like you. You yourself are a 18 Stone punk bouncer who is built like a well constructed latrine. Three buttons and a joystick give plenty of scope for different moves, but the main addition is the grab/throw button, that let's you pick up items of scenery and use them as weapons. Including the guy you're fighting at the time. Not to be taken seriously, this is a classic in terms of style and gameplay. A must for any arcade afficianado.



Addict Factor 94



Slick Shot

OK - so there have been pool games ever since the dawn of time. Well almost. And Slick Shot is yet another pool game - with a difference. You actually use a cue ball and pool cue to play it! The screen shows the whole of the table, as usual, with particularly nice ball sprites that look like they're digitised. To play a shot, there is a little bit of table poking out of the unit, on which you place the cue ball, lining the shot up by looking at the screen. You now play the shot and pot the ball into the letter box that's placed below the screen. The game works out how this translates to the on-screen action and you see what happens. Novel? Yup. Silly? Yup, sure is, but we found it a lot more fun than the joystick controlled pool games.

Addict Factor 78



Mercs - Capcom

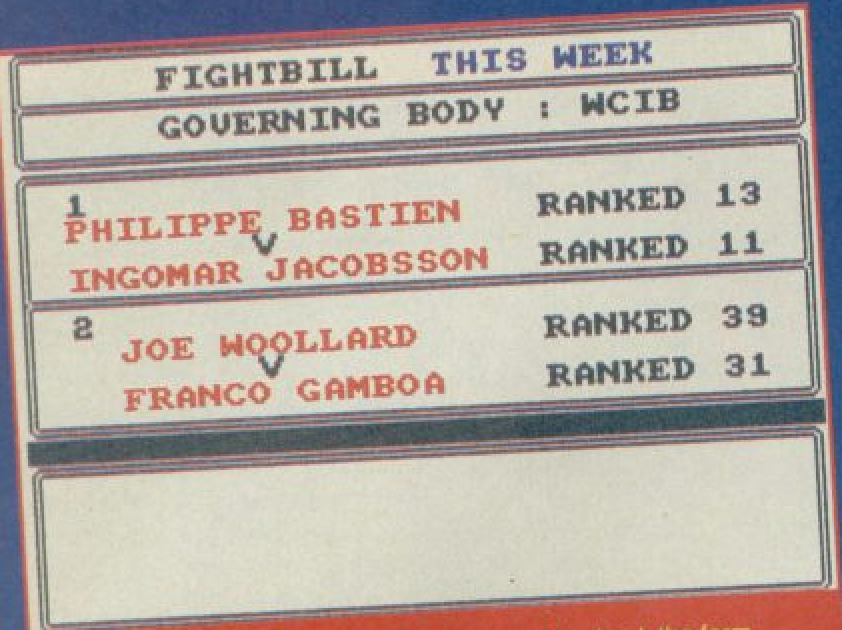
Poor old Capcom have been in poor form recently with a succession of dull games, despite having the super-fab technology of their very own CP board. Maybe Mercs is the beginning of a revival. Anyone remember Calibre 50? Well, if you imagined a three player version, then you wouldn't be too far away from visualising what Mercs is like. Lots of shooting, lots of power-ups, billions of sprites, you dressed in Rambo fancy dress firing at anything that moves. Undemanding, not particularly imaginative but, rather like British Rail (ha ha) Capcom might be getter there.

Addict Factor 74

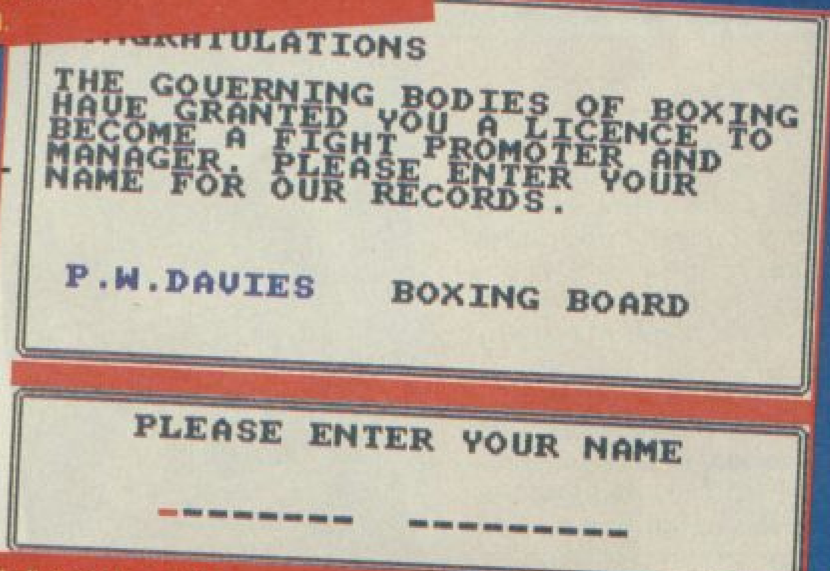


REVIEW

World Championship BOXING Manager



You can send a number of sleazy scouts out to check the form of the fighters cur-rently around.



It all starts here! With professional approval, a string of pucker motors and dodgy rings could be yours!

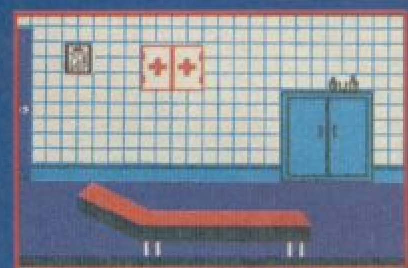
Yur, yur, 'e's a good boy, 'e's bin trainin' 'ard, 'e's up to 'is fightin' weight, I fink 'e'll take 'im in the sevenf, 'an like that. World Championship Boxing Manager is so realistic you can almost smell the sweaty jockstraps - the only option you don't have is to shoot your manager, fnarr fnarr.

As you'd expect, there are a lot of similarities between WCBM and a footie management game; you pick your lads, train them, go out to arrange matches, keep an eye on the performances of other managers and boxers, and try to get your boys to the top of the league - or in this case, the two controlling boards of boxing, the Federation of World Boxing (FWB) and the World Council of International Boxing (WCIB), who each operate by slightly different rules.

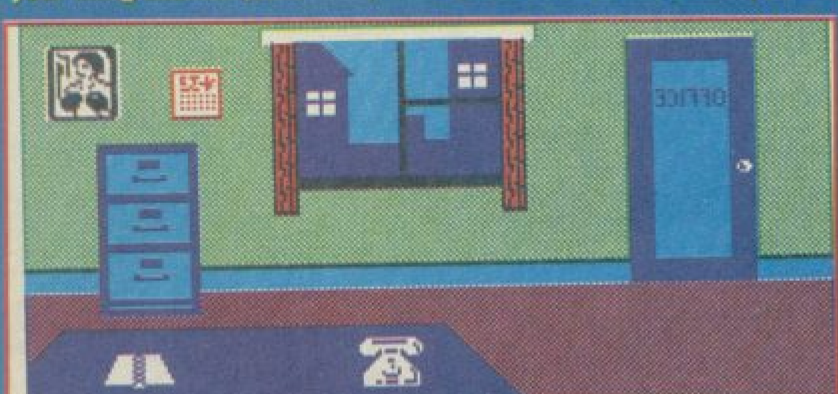
The program's fairly heavily textual, though there are some reasonable (if static) graphics. Most of your decisions are made using a pointer-controlled menu system; from your office, you can consult the contents of your filing cabinet (contracts, fight records and rankings), your filofax (boxers' records, fight diary and notes); you can make phone calls to other managers to try to arrange fights with suitably experienced boxers, to consult the regulatory boards for permission to go ahead, and to send your scouts to keep an eye on rival boxers. You can also control the date by advancing the calendar, check your mail for news of fight fixtures, and choose to leave the office.

Once outside the office you have another selection of options; you can enter the Physio's office to check the health of your stable of up to five boxers; you can go to the training room to specify a regime of different training routies for your lads; and you can exit the building to watch a fight. Don't make the mistake of choosing to sit through a fight which doesn't involve your boxers; all you get is a sort of ticker-tape display saying "A hit B, B ducks, B hits A", which goes on for ever and ever and ever. Pity there isn't an option to skip throgh this. In fact, it's almost as slow and boring if one of your lads is fighting, but at least then you get to choose different tactics - fight close, defensive, dirty, and so on - and you get a bar-graph display showing factors such as stamina, alertness and bruising.

Not many people know as much about the strategies and tactics of boxing as they do about those of football; and, since there's no arcade element to WCBM at all, strategy is what it's all about. You'll soon learn to encourage your boxers to fight in a particular style, to match them with suitable opponents and to train them to win. This is a worthy follow-up to the well-received Tracksuit Manager, and whether or not you're interested in the noble art, you should enjoy having a bash at it.







The scene in your tastefully decorated office. Shame about the wooden curtains.

SCORES

Graphics	58
Sound	NA
Playability	87
Lastability	83

OVERALL 80%

Non-violent boxing sim full of detail and realistic action.

Label: Goliath Games
Price:£8.95

CHRIS JENKINS



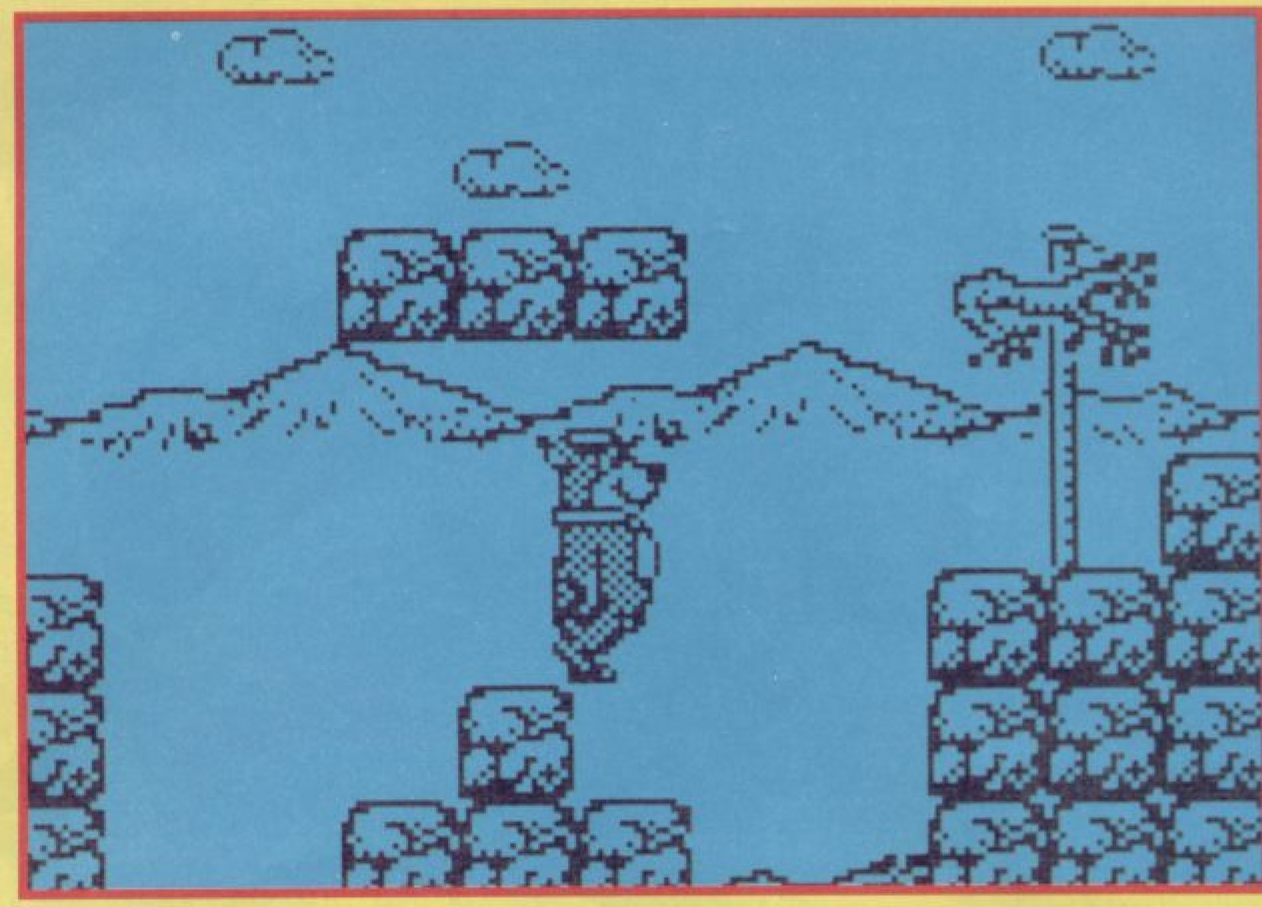
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HIT SQUAD

Yoiks! What's a new budget label like Hi-Tec doing with a lawyer-shredding licence like Yogi Bear? Surely these stateside sharks would so restrict the programmer's freedom, that any resulting game would be an utterly unplayable graphics showcase?

Indeed, cartoon licences of recent years seem to have suffered just such unsatisfactory fates at the hands of over-precious licencers'. Their characters mustn't be killed, mustn't participate in any violent activity, wear checkered trousers and so on.

Fortunately, Yogi Bear, coming from far more healthy slap-stick roots, suffers no such problems. He stands a perfectly good chance of being bitten by snakes, shot in the head by hunters, pranged by Indians' arrows or falling to his death.

Yogi has heard through the grapevine that Mr Ranger Sir is under orders to round up all the animals and put them in a Zoo. Since there are not many picernic baskets in the Zoo, Yogi begins to plan his...escape! His journey leads from Jellystone Park, through the forest, the wild west, marshland, a funfair and finally New Yoik City itself.





YO
BEA

A game with only three controls (left, right and fire) inevitably relies heavily on sheer playability to maintain one's interest. Thankfully, Yogi's Great Escape is absolutely choc-full of it.

After the first couple of plays, I came away with a strong feeling that the game was simply too hard. There are massive jumps to make, some needing extremely precise step-off moments, and you never get a moment's breathing space, for if you're not rushing to beat the clock (take too long and Ranger Smith will catch up with you) you're standing on an moving walkway heading towards a grizzly end (arf).

Once you gain a little confidence, though, you can really make some progress. The collision detection is superb. You really can tell when you're on the edge of a ledge. The most useful feature is Yogi's ability to change direction in mid air, so you can abort over-optimistic leaps half-way and return (in most cases) to your launch point. This ability to change your mind can lead to some genuinely cartoon-like situations with Yogi twisting back and forth in the air above the deadly hunter.

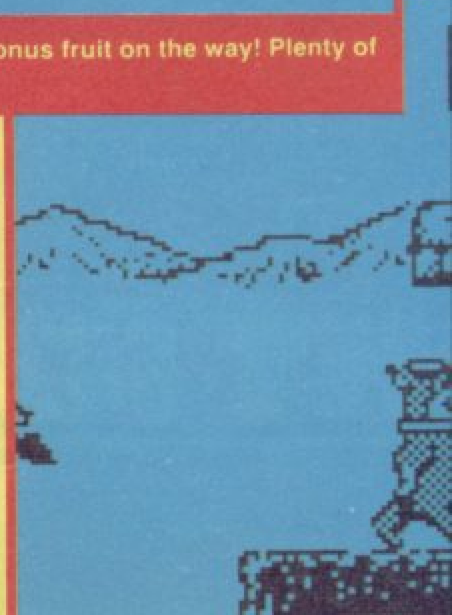
The largely cool playability is hampered somewhat by the fact that once you lose all three lives, no matter what level you have reached; bong. Right back to the beginning.

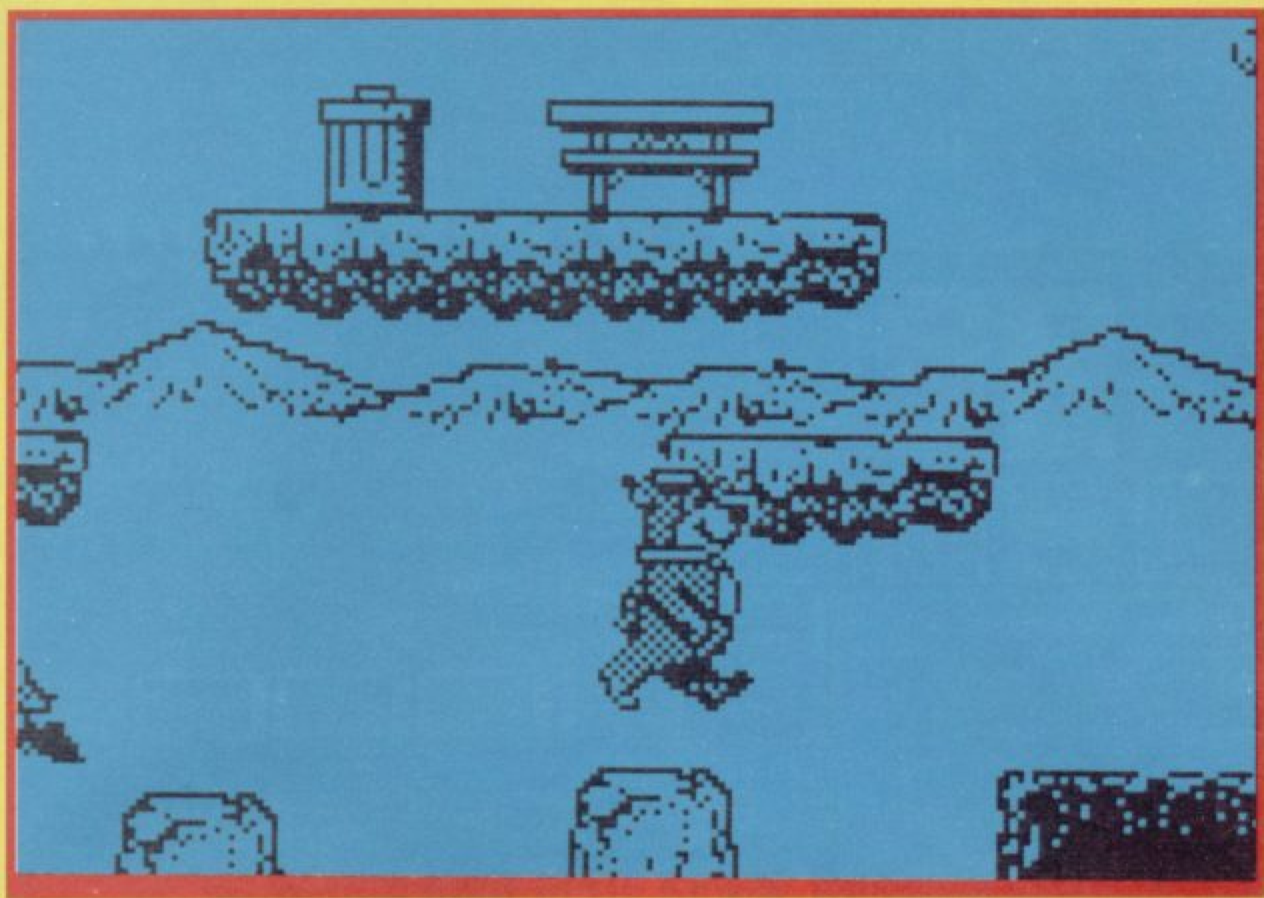


Make that jump and collect the bonus fruit on the way! Plenty of time on the clock at this point.



Free Afghanistan! Mad beardy hunters plug innocent Yogi at the slightest opportunity.





The animation is superb. Yogi walks through the smooth-scrolling landscape like a proper cartoon-conversion bear should. The backdrops are uncluttered but interesting, and despite the hunters looking more like Afghan rebels than dopey mid-westerners, all objects are identifiable and cartoony.

No matter what your particular bent, Yogi is bound to satisfy. Proof, then, that Yogi is smarter than your average bear.



GI
AR

Along the way, if he's feeling peckish or overly brave, Yogi can collect bonus picernic baskets or even bits of his car (?) for extra points. These really aren't worth bothering about until you've been all the way through the game already and you simply want to prove what a smart arse you are.

Needless to day, the latter stages of Yogi's bid for freedom contain some damned tricky spots, and you'll need to perfect some high-grade jump'n'wiggle activities if you're going to make it through. These are the instances which make the back-to-the-start problem all the more frustrating. If it were possible to just have that one more go at a particular problem, instead of having to play through all your previously conquered levels, your progress would be much accelerated.

Yogi is a little lacking on the sound front, comprising only some wonky bleeps and boops.

SCORES

Graphics	85
Playability	50
Sound	86
Lastability	81

OVERALL 84%

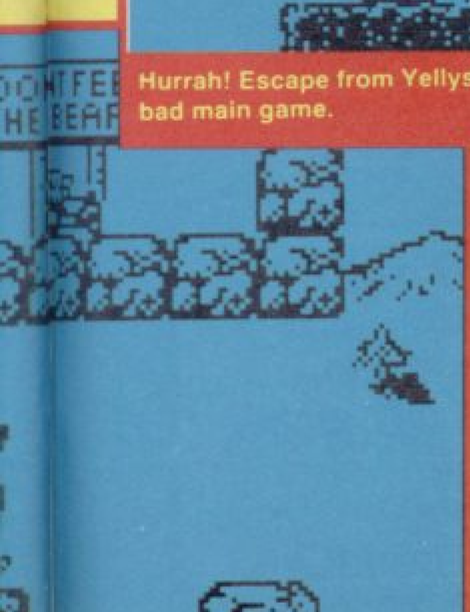
Hey Hey Hey! It's no picernic, but it's a lot of laughs all the same!

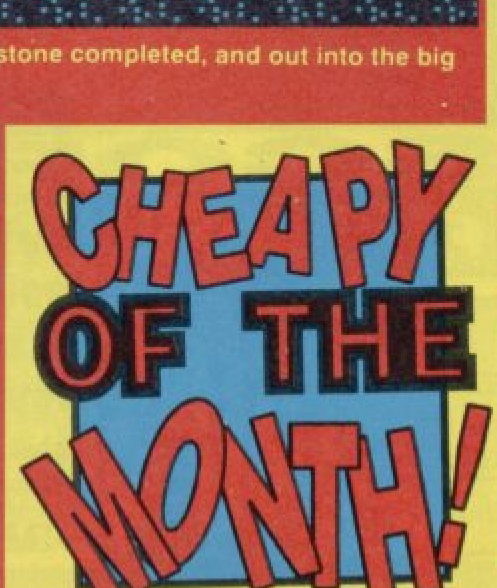
Label: Hi Tec Price: £2.99

JIM DOUGLAS



Hurrah! Escape from Yellystone completed, and out into the big bad main game.







Miss-timing jumps from the elevating platforms can be danger-

REVIEW

QUARTET

The Hit Squad's selection team are usually pretty good at selecting the vintage games of yesteryear for their label. Personally, I fear their reckoning must have been seriously impaired by alchohol when they scraped Quartet off the bottom of the licencing barrel.

There have been a number of high-profile releases over the years that have, to be frank, stank to high heaven. Either through rush programming jobs, no budget, acts of "God" or, in Quartet's case being a crappy arcade game in the first place.

Quartet was a -how shall we say- "hastily" put together coin-op back in '87; a misguided endeavour by Sega to ride on the multi-player coat tails of Atari's superb Gauntlet.

Still, at least is had four player novelty value and reasonable graphics. Since the Spectrum version only offers two player control and the graphics are worse than a test card in a thunderstorm - flickering and jumping all over the shop - Quartet is batting on a seriously sticky wicket.

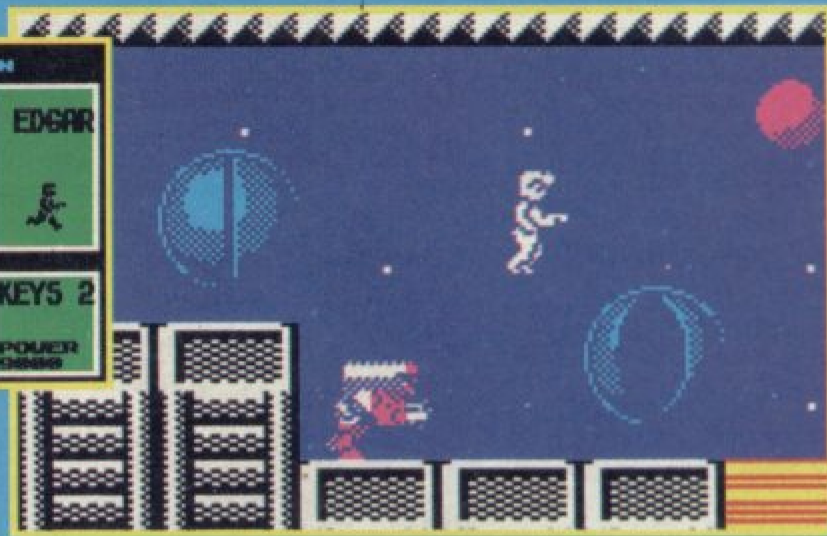




Aim of the game is simple. Destroy everything that comes into sight, including a large exit-unlocking-key-dropping mechanical monster, and move onto the next level before... Er, well before I don't know what actually. It seems that you've got an infinite number of lives and should you get killed at any point, well, you just get up and carry on.

In fact, I managed to complete ten levels without the slightest bit of difficulty; not through any skill on my part, just carrying on from where I was last killed.

I could go on, but charity (and the lawyers) prevent me. Slapped wrists for Hit Squad.



SCORES

	34	OVERALL 30%
	40	
	36	
	30	

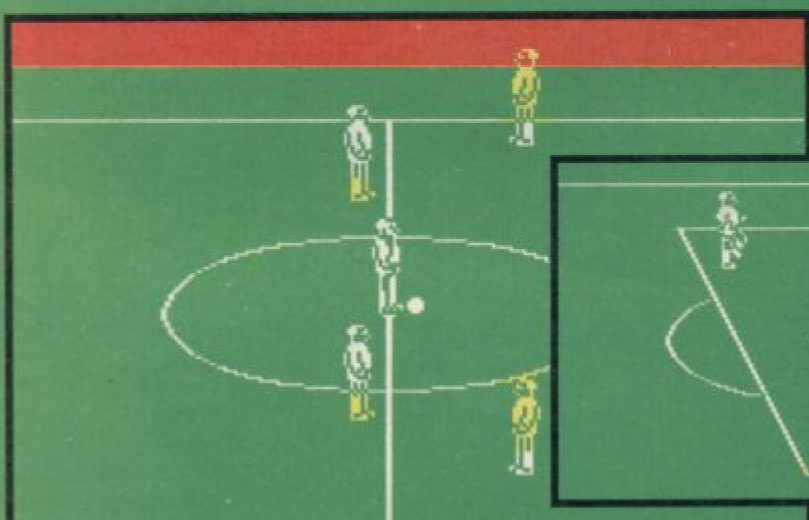
Bottom of the barrel. Should never have seen the light of day.

Label: Hit Squad
Price: £2.99

JIM DOUGLAS

MATCH DAY







Why, I ask myself, was Match Day heralded as such an astonishingly brilliant game? It's rubbish! Even if you're absolutely wrapped up in football fever at the moment, you'd have to be beyond loopy and into the dangerously insane category before you could utter anything favourable about this "outing".

Before you can even get into the game, you have to negotiate some absolutely horrific control selection menus, guaranteed to stretch your patience to its absolute limit.

Once you've endured this trial, the shortfalls; the glaringly sub standard graphics, the atrocious sound and the ploddy gameplay stand slim chance of receiving a benign reception.

Kick off! The players limp around the field like so many wet fish. Good fortune occasionally smiles and they find themselves in possession of the ball, lolloping up the field toward the enemy goal.

More often than not, you find yourself "tackled" simply by running too close to a player from the other team. Since the screen is laid out in artificial perspective, it's extremely tricky - even with shadow - to intercept the ball from throw ins or long kicks. I always ended up running alongside the ball. Needless to say, the computer controlled players don't make such mistakes.

While all the basic elements are included, throw ins, goal kicks etc, the game simply doesn't hang together. It's more frustrating than fun.

SCORES

	35	OVERALL 40%
	40	
	45	
	40	

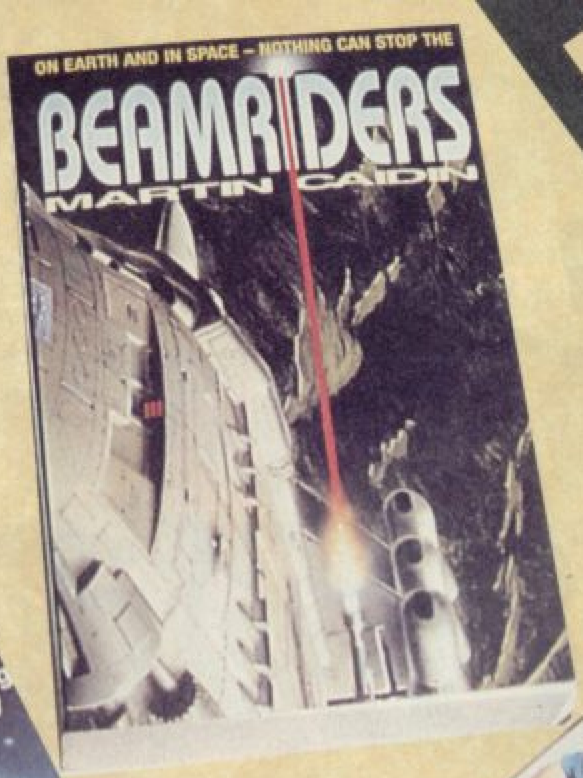
Pretty sorry football cash-in scenario. Best left alone.

Label: Hit Squad
Price: £2.99

JIM DOUGLAS



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BOOKS

There's nothing quite so awful as a science-fiction writer trying to be funny, but Ben Bova might have got away with it in Cyberbooks. It's about a brilliant software engineer who invents an electronic alternative to books, and incurs the wrath of an unscrupulous publishing company. Loadsa publishing in-jokes probably no-one but Ben's mates will understand, but fast-moving and funny; mandarin, £3.50

Martin Caidin wrote Cyborg, which was turned into The Six Million Dollar Man, but we won't hold that against him. His latest, Beamriders, is an action adventure about a bunch of tough-bottomed trouble-shooters who tackle terrorists, kidnappers and aliens using the Beam - a laser device which allows them to be transmitted through space. Pan Books, £3.99.

Chris Claremont is best known as writer of the X-Men and Excalibur comics - now he's launching his novelising career with the appropriately-titled First Flight. It's a tense tale of a female shuttle astronaut lost in space after a pirate attack, who finds herself likely to be the first human to contact aliens - if she can stay alive long enough. It's all a bit Batman (flashy but without much substance) but a good read. £3.99 from Pan SF.



VIDEO



BIG

Tom Hanks! Tom blummin' Hanks! You just can't get away from him! His big blobby bloodhoundy eyes staring at you from films like Dragnet and the Burbs. Now there's even a complete collection of Hanksania from CBS/Fox video, including Big and The Man With One Red Shoe. So you might as well give in and buy them, 'cos they're only £9.99.

Big is the one where thirteen-year-old Tom wishes he was grown up, gets his wish granted by a magical fairground fortune-telling machine, and has to make his way through an frightening worlds of the New York streets, big business, and LURV. Funniest bit is Tom and his young sidekick spending his first paycheck on pinball machines, Coke and pizzas. Gross out!



ERIK THE VIKING

Take a bit of pillage and looting, John Cleese in a funny fur hat and Terry Jones doing his impression of a silly king, and you get Erik the Viking, the movie not very closely based on Jones' children's book. In the movie version, Erik (Tim Robbins) searches for the horn of the gods to bring to an end the age of Ragnarok - with predictably zany consequences. With characters boasting names like Thorfin Skullsplitter, and loads of people falling into piles of dung, it's a pretty typical Python spin-off and worth a look if you don't have enormously high standards. CBS/Fox Video rental, guys.





STAR TREK

Doo-de-doo, de do-doo de doo - it's STAR TREK, only it isn't really, because as Trekkies everywhere know, (especially if you've seen any of the new episodes in video) the forthcoming TV series Star Trek - The New Generation doesn't feature all the old (very old) favourites like Captain Kirk and Mr Spock, but all sorts of new characters like Captain Picard and Data the android. Thing is, the new series is set a century after the old one, so everything's bigger and better, including the spaceships. The three in this set of glue-it-yourself models are all baddies - a Klingon Warbird, a Ferengi Marauder and a Romulan Bird of Prey, but there's also a new USS Enterprise available from ERTL. The kits cost £11.50 each from toy and hobby shops everywhere, but if you want to see the ships in action you'll have to wait until September, when the Beeb shows the series on TV, starting with the pilot movie Rendezvous at Farpoint.

PARADISE LIVE

music. Paris Grey, all tight skirts and moany vocals, and Kevin Saunderson, all synthesised squeaks and boppy drum machines, entertain a sweaty crowd at the Town and Country club and on video. The toons include chart hits like Ain't Nobody Better, Good Life and Big Fun, and the soundtrack's in hi-fi if your video's compatible. Best of all it's only £9.99 from Virgin Music Video.

DATEL ELECTRONICS

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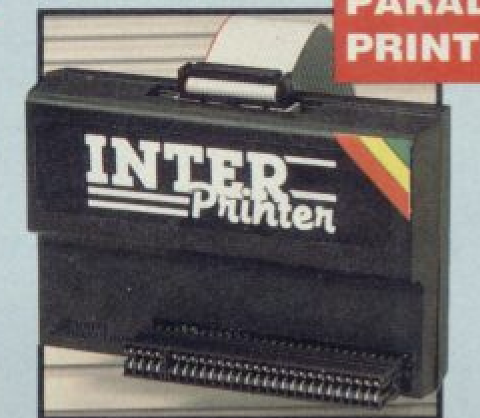
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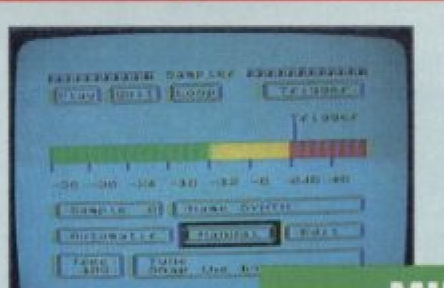
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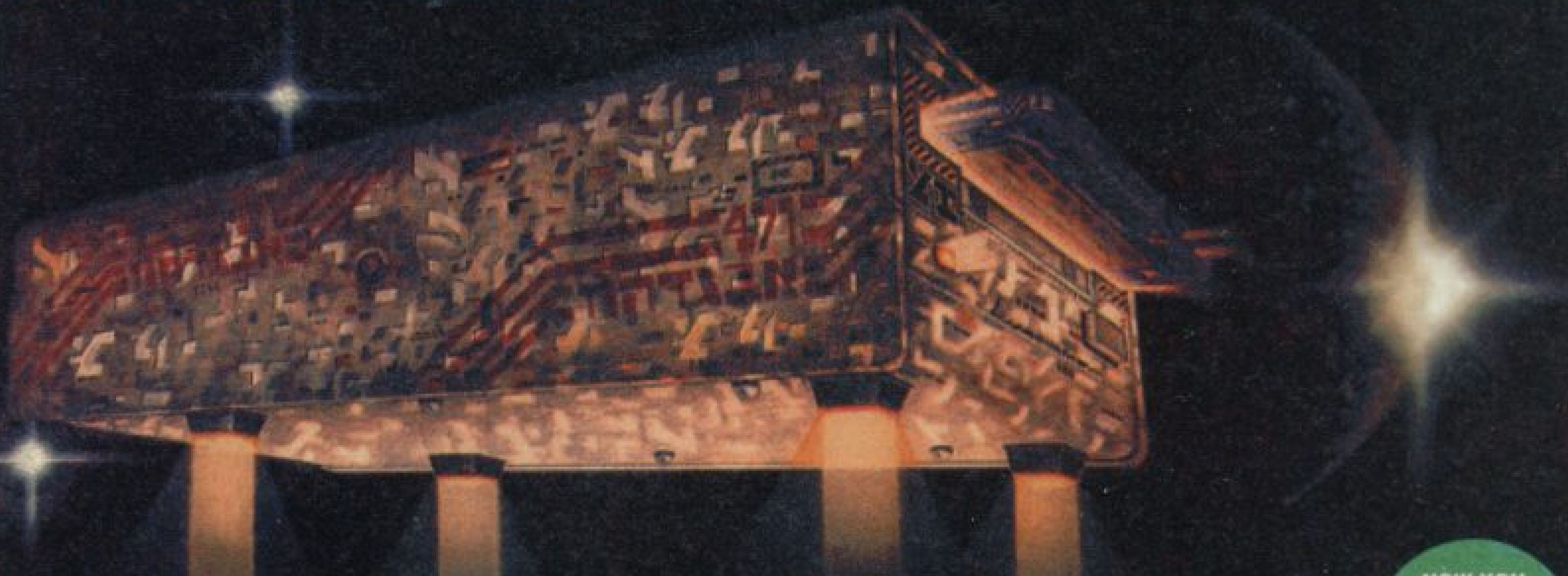
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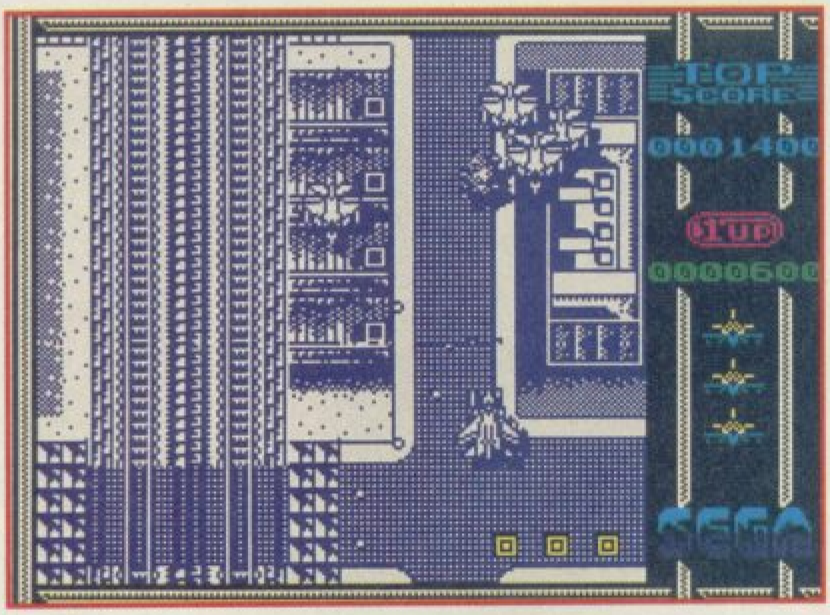
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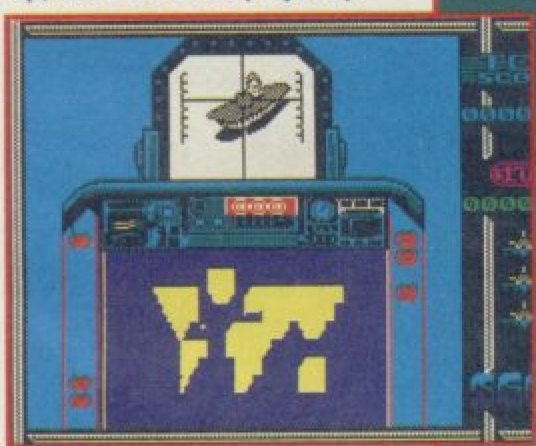


SONIC BOOM

The problem with producing top-bottom scrolling blasts these days is that, since everyone has had a number of successful stabs at the genre, you really can't get away with anything which doesn't have a revolutionary new angle.

Sonic Boom, Activision's latest fighter-Jet coin-op conversion unfortunately falls just short of this admittedly tall order.

Two immediate problems come to light on loading. The first is that you have to load each level individually, even on 128k machines. Should you lose all three lives on level 3, for example, and use up your "continue" credits, you have to rewind the tape, load in level 1 and start all over again. The second irritant is that, unlike the coin-op, there is no two player op-

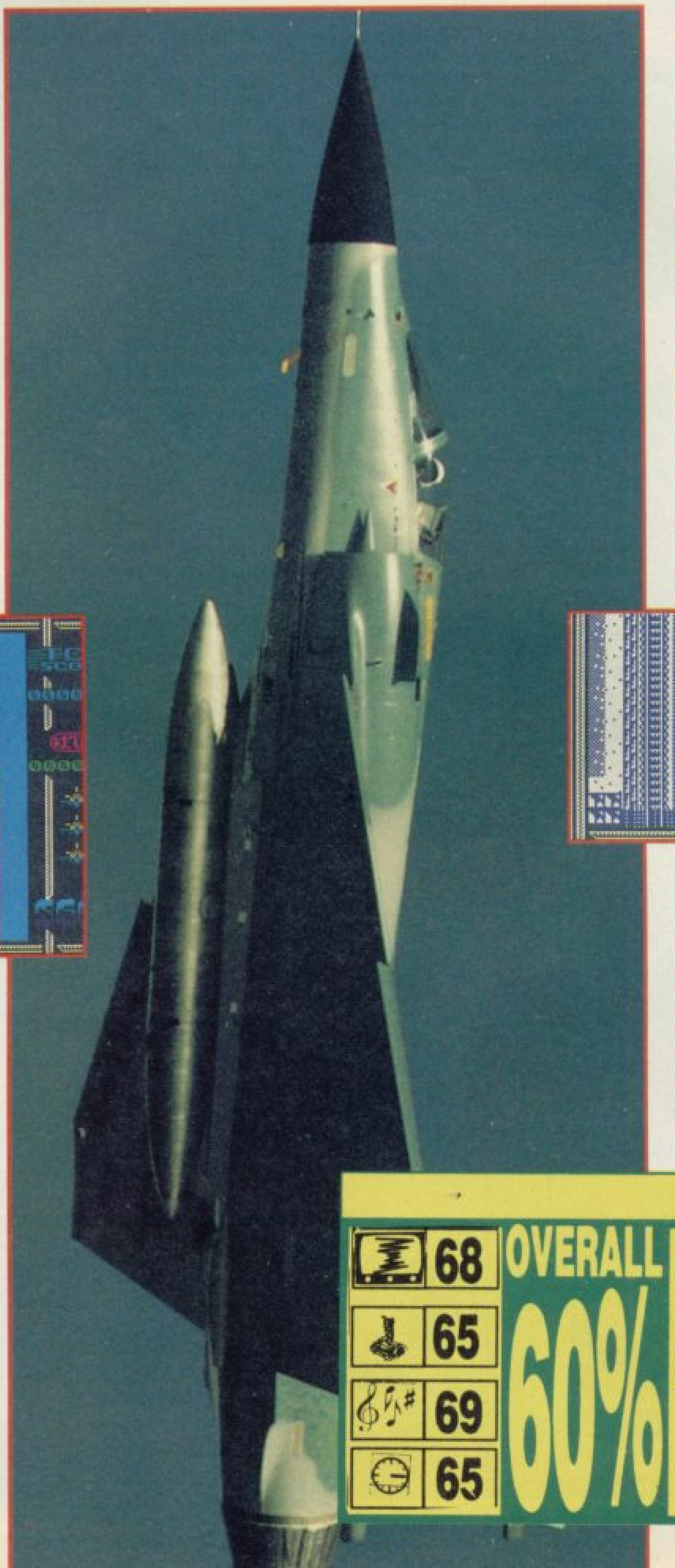


tion. No team-up chocks-away bravado here.

So a tape-straining solitary mission of death and destruction is all Sonic Boom can offer.

SB isn't bad looking at all. It boasts a variety of heavily protected installations for you to destroy (loopy fanatics having taken control of a bunch of military bases). There are swooping waves of enemy jets which barrel-roll out of the sun toward you. You have extra "spirit" fighters which fly along side and fire on your command. And when you hit a fuel depot, it bursts into a visually appealing fireball.

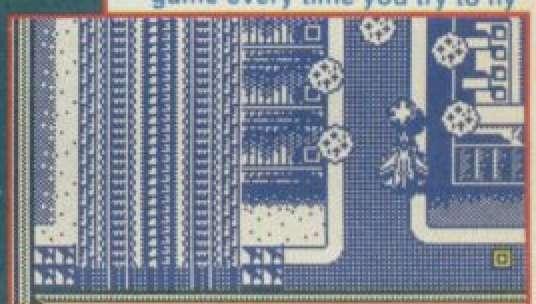
In fact, it's betwixt the twin stools of graphical excellence and visual clarity that Sonic Boom so frequently 'alls.



Enemy bullets are so successfully camouflaged while passing over the intricate backgrounds, that it's actually quite rare that you know what's just killed you.

At the end of each level, you must defeat a (really rather predictable) big-thing-that-fires-a-lot. Defeat this gargantuan piece of military kit and you get to (load from tape) the next level.

Personally, I find the less than excellent joysticks available for the Spectrum virtually useless for games requiring such instant response and accuracy. Redefining the keys is a bit of a curiosity, though. Since you can't redefine the Quit and Pause keys (Q & P) the world-famous QAOP - Up, Down, Left, Right set-up has the unfortunate result of pausing the game every time you try to fly



right and quitting every time you try to fly towards the top of the screen.

The flight of the enemy planes and your own Super weapon; a sort of circulating circle of discs affair, are trific. The baddies swoop around in their jets and their tanks trundle along the debris-strewn pathways. And your spinning weapons spins most impressively.

Graphics	68
Playability	65
Sound	69
Lastability	65

OVERALL 60%

Not bad, but we've seen an awful lot of the same.

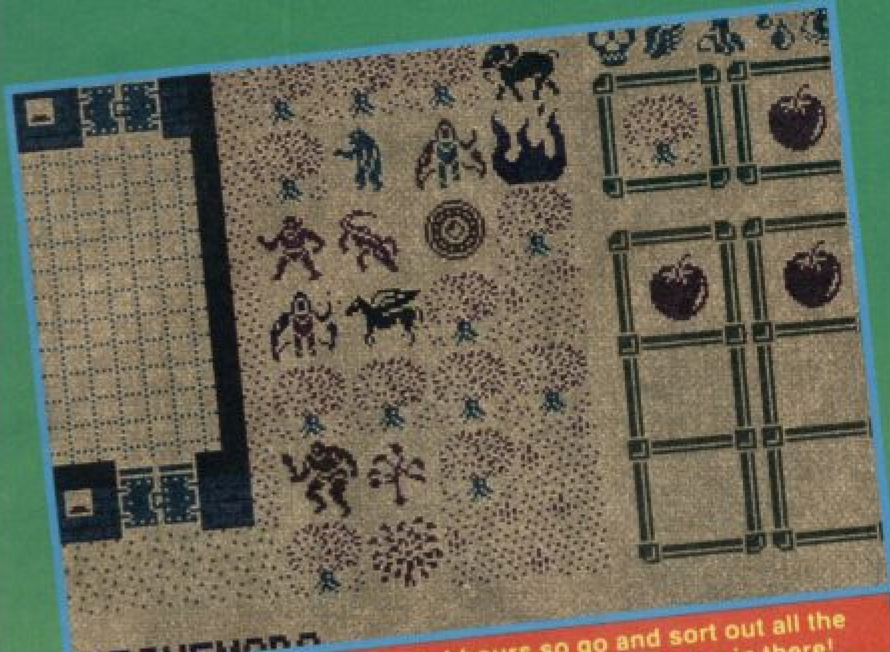
Label: Activision
Price: £8.95

JIM DOUGLAS

REVIEW

LORD
CHA

REVIEW



It's trouble time with the neighbours so go and sort out all the noise. Sounds like they've got an elephant breaking in there!

Are you a gamer? Do you enjoy loosing yourself in a fantasy world of occult and sorcery? And do you enjoy strategy computer games? If your answer to all these questions is yes then I think this could be the game for you.

Lords Of Chaos puts up to 4 players in wizards robes, primed with spell lists and mana levels with which to do battle against other players or, if alone, the computer's evil wizard Torquemada who, unlike his Spanish Inquisition namesake, is not out to kill thousands of innocent people but you.

Lending heavily from the style of Laser Squad, Nick and Julian Gollop have improved upon their last creation and created a world of strategic sorcery where you go in with the single outlook of kicking some magical ass.

Players can begin with a random character with various spells and abilities but if they find him a bit baggy for their style of gameplay they can tailor a wizard to their own specifications.

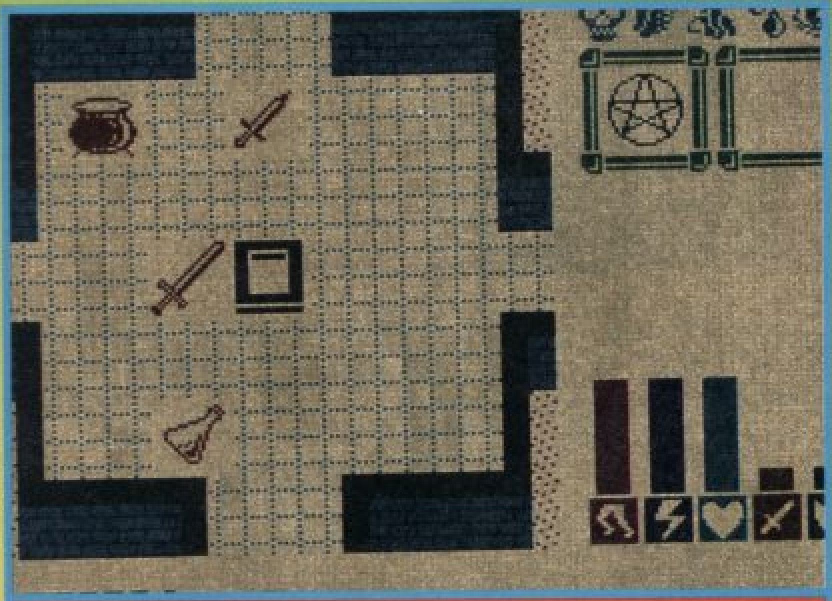
So, you're all settled any ready so what do you do? Each wizard begins with various ability scores - mana being spells, action points are used up with each movement or task undertaken with stamina, constitution, combat and defence points depleting on each turn that they are called into use. A graphical display shows each ability and its present level.

Each wizard, along with the characters that he summons to help him, is selected by joystick and then manipulated according to the current menu. At the beginning of each game it's a good idea to conjure up some confederates. Battle is done on the ground, in the air and with things that have been dead too long. Any of the the (un)dead can only be vanquished by using magic, hitting them with magical weapons or putting them against one of your dead and wiffy companions.

Your wizard controls each of the characters to the point of even hitching a ride on mountable monsters. These are very useful because it means the rider can conserve movement points and use them for spell casting and creating the very neccessary potions which can only be done by collecting the needed ingredients and putting them in the



It's a long way to Tipperary.... He ought to save his breath 'cos looking at his movement points he's not going to get there yet!



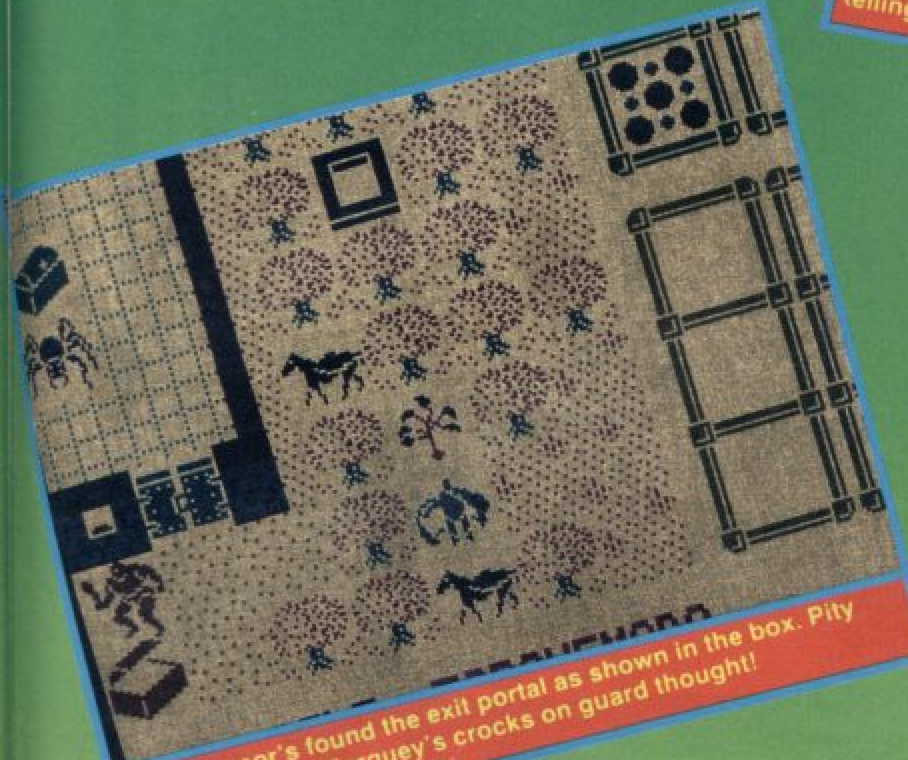
The start point at the wiz's gaff. He's a slovenly housekeeper but the specimin jar is actually for holding potions.



OS OF
AOS



Shoo, shoo, you demon you! Our wiz gets a visit fron his mum telling him to wear his vest if he's going off fighting again.



The cursor's found the exit portal as shown in the box. Pity there's one of Torquey's crocks on guard thought!

same space occupied by the cauldron. Add to this mixture one wizard and use the relevent potion spell.

Potions are integral to the game as is the interplay between the wizard and the creatures under his control and careful use of spells is needed to progress through a game to the exit portal which will take the wizard back home where he will be awarded experience points - used to increase the number of spells known to the total of 45 and to increase the effectiveness level of each spell. Also, experience points can be spent increasing wizards abilities.

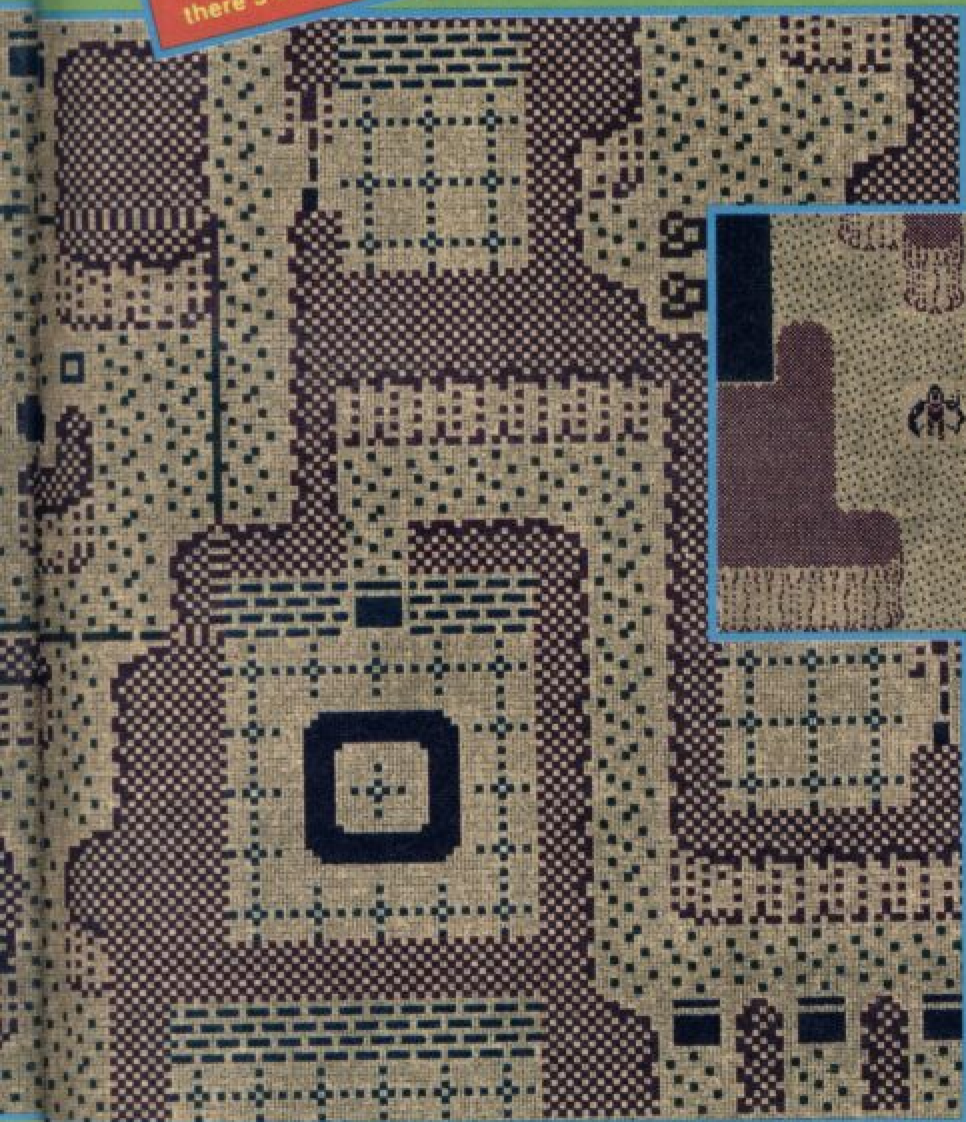
Wizard's and their abilities can be saved allowing their use by players in later games so if he should disappear in a cloud of octarine smoke, he can live to cast spells another day.

As with many plan view RPG games, the whole format has really been superseded by the latest batch of graphical



Dungeon type games that has increased the appeal of the genre to include the arcade player. However, where Lords of Chaos really scores over them is in the depth of gameplay that is available and the level of board game strategy that is involved. Playing against your friends or even just alone, the three included scenarios will be complemented by extension modules which will add two new scenarios for 4 - 6. So, if Lords of Chaos appeals to you, then be sure that you could spend quite some time playing it.

Mythos have created a game that is ideal for the board war gamer and the role player with clear, recognisabe graphics and all controlled from the joystick once the complicated control system is mastered. Sound is lacking but this will only annoy the committed arcade freak and should not detract from what is an absorbing and challenging game.





SCORES

	77
	50
	81
	83

OVERALL 82%

A great strategy game with a wealth of options that give an old format a new lease of life

GARTH SUMPTER

REVIEW

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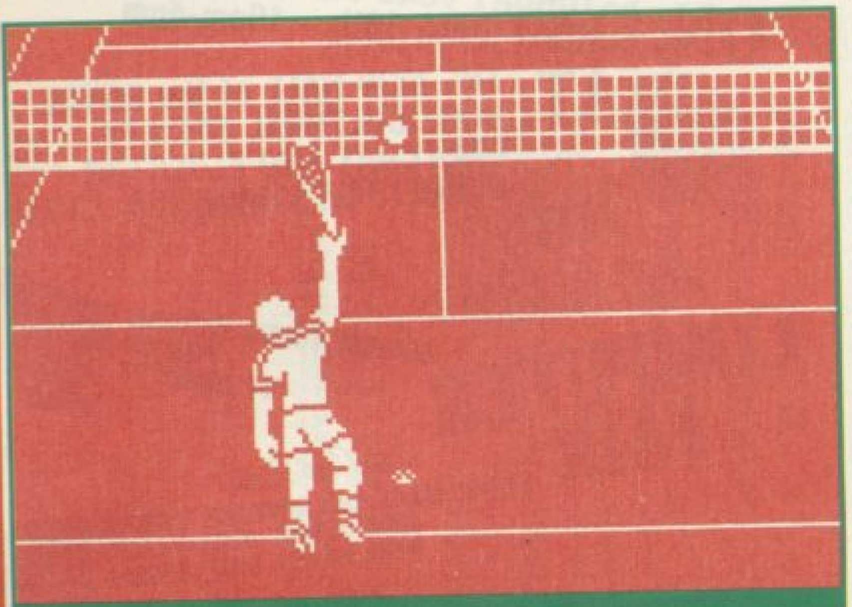
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REVIEW

PRO TENNIS



And Francois plays a deceptive lob which falls just over the net.



Going into the second set, M. Sommer holds a convincing lead, but the machine may yet come back.

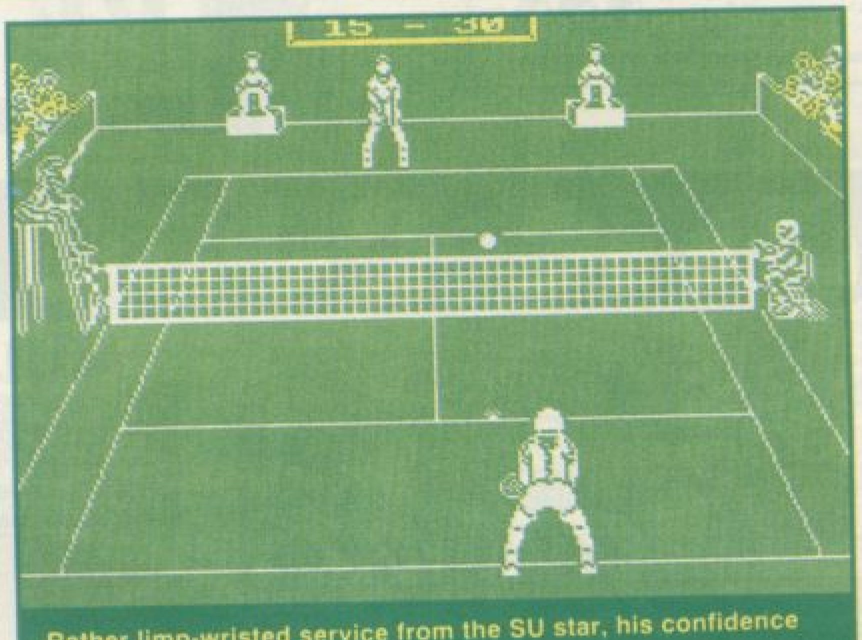
Since the French are totalement merde at le tennis, you wouldn't think Ubisoft's Pro Tennis Tour would be anything to fall in love with. In fact you'd think it would Borg the pants off you. But net at all - in fact as you play it, it gets Becker and Becker.

OK, that's all the puns out of the way in the first paragraph, apart from the one about balls. Pro Tennis Tour is in fact a very realistic, very flexible, very comprehensive and very pointless tennis simulation.

Why's it pointless? Just because there are almost as many tennis games out there as there are football games, and every year a new crop appear with tiresome predictability whenever it's Wimbledon season. PTT is good, but not so good that I would have thought even the most fanatical tennis simulation collector (and are there any of those?) would feel obliged to dash out and buy it.

The big gimmick is that rather than just playing one opponent, you get to work your way up through the ranks at various tournaments - Melbourne, US Open, Wimbledon - starting as 64th and aiming for the World Tennis Championship. A score table shows you your ranking between games, and there are various skill levels (in the early stages at least).

The best aspect of the game is that it's fast - with all too many tennis sims it's a matter of smacking the ball, then going off and having a glass of Robinson's Barley Water while you wait for it to float to the other side. In PTT, although the animation of the players doesn't feature quite enough frames, the ball moves quickly, demanding fast reactions. In Easy mode, when you serve, the ball always goes over the net - all you have to do is hit Fire and aim a crosshair at the right side of the court. A small black marker shows you where to position your player to return the ball, and you don't have to be precisely on target to hit it. On more advanced levels, all these aids disappear as fast as Jimmy Connors' equilibrium at match point.



Rather limp-wristed service from the SU star, his confidence (and service) about to be broken.

The rules of the game are as incomprehensible as the real thing, but you always serve first, and you don't change ends of the court. Different types of shot - lobs, volleys, drop shots - are selected automatically according to your position, movement, and aim; the computer also determines the spin on the ball according to the type of surface you're playing on, ball speed, and so on. Little line judges sitting one the sides of the court wiggle their fingers to indicate decisions, and a score display appears at the bottom of the screen between services.

You can save a tournament at any stage, and there's a practice mode in which you can hone your serving technique, or test your return skills against a serving machine.

Oh, and the pun about balls? Well, I'm sure you can make your own up, I can't be bothered.



SCORES

Graphics	62
Playability	52
Sound	61
Lastability	57

OVERALL 60%

Competent but uninspiring tennis simulator. Not actually that much "fun"

Label: Ubisoft Price: £8.95

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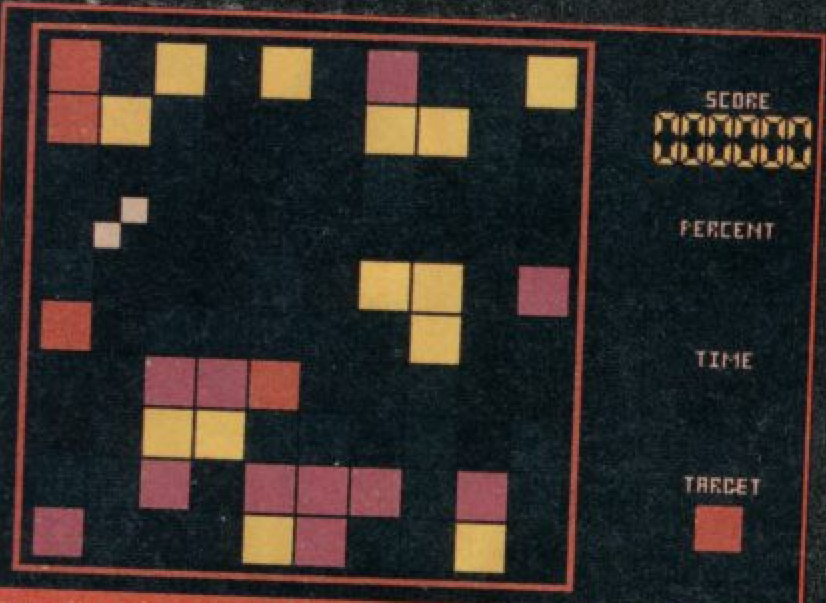
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Up to 4 teams can be loaded for league competition. Load your own designed Tactics from Player Mangager.
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Not much success so far. Keep those tiles a-slidin' and cover as much ,space with red tiles.

KEMSHU



Normally when people claim that a game is very simple but maddeningly addictive, my response is that they must have been mad in the first place. But in the case of Kemshu, it's true! Nothing could be more simple, but nothing is more likely to reduce you to a drivelling nervous wreck in record time.

It's like this. You remember the Rubik Cube - the plastic square from Hell? Kemshu works on a similar principle, but it's in two dimensions. The screen shows a grid of 100 coloured squares, and at the right hand side is a timer, a score indicator and a percentage remaining display. Percentage of what, you wisely ask.

For each level you have a target colour (shown at the bottom right). Your task is to surround squares of that colour with squares of any other colour. The target square then changes colour, and you move on to the next target.

To move the squares you control a flashing cursor using keyboard or joystick. When you have the cursor positioned, press the fire button and move the joystick, and the entire row or column of squares will jump along. Say your target colour is red; once you have placed a black square at the top, bottom left and right of it, it will change colour to black, and you can go on the chase the next red square.

The similarity to Rubik's Cube, of course, is that any change you make affects not only the one row or column, but and number of other rows or columns; the trick is to plan ahead, shuffling the colours you want into position to zap the next target. A useful technique I figured out is to gather as many squares as you can in the middle of the screen, then move the target colours into the centre; this seems to be quicker than trying to surround the target squares wherever they lie.

You don't have to surround the squares' diagonal edges, but you can't surround a square which is at the edge of the screen (not even by placing a colour square on the opposite side) - you have to move it away from the edge.

There's only one problem with Kemshu - it wouldn't let me win. Every time I got the counter down to 3% remaining, it would announce that I had run out of time, wish me a nice day and go back to the start. Maybe it's just my copy which is wonky - the screenshots on the sleeve show later levels - but it would be a bit of a bottomer if you sploshed down your hard-earned wonga for a game you couldn't even beat.



Watch out for the giant buffalo! Hit him with your laser cannon! (Are you sure about this caption? - Ed)

SCORES

Graphics	50
Playability	NA
Sound	79
Lastability	78

OVERALL 60%

Fascinating mind-game with a twist. Not that great to look at, but great fun.

Label: Cult Price: £2.99

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00060     ; text may be entered anywhere on the screen, you can also
00070     ; bring lines and blocks of lines from top and bottom of screen
00080     ; with function keys (which doubles up as a number keypad)
00090     ;SC-Assembler is able to store 96K of Source, but as source
00100     ; is stored tokenised it can really hold 192K compared to
00110     ; other Spectrum Assemblers. With all this memory available
00120     ; on the SAM you can store upto 10,000 source lines, that's
00130     ; enough to Assemble 20K of code.
00140     ; Assembling code is backed up by 30 worded error messages
00150     ; On "pass 1" you are provided with info on where the code
00160     ; starts, ends and length of code before going onto "pass 2"
00170     ; the graphic bar on the right shows you how much memory is
00180     ; left for source, which is always being constantly updated.
00190     ; There is also a Disassembler and much more.
00200     ; SC-ASSEMBLER costs £10 available from: STEVE'S SOFTWARE,
00210     ; 7 NARROW CLOSE, HISTON, CAMBRIDGE CB4 4XX.
00220     ; Please make cheques payable to MR S. J. NUTTING.
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AD INDEX

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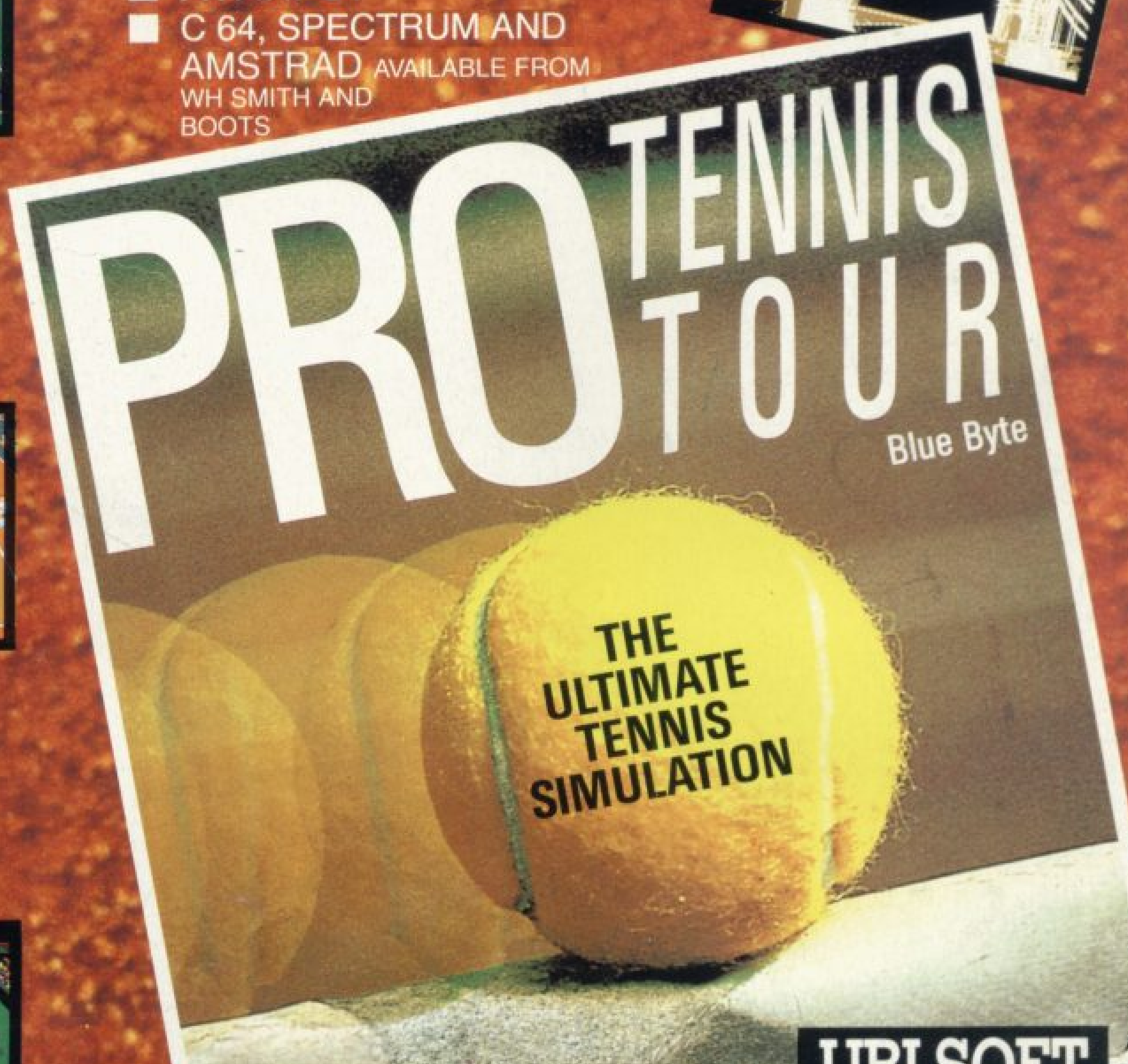
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